



Kimberley Chong

User Experience Designer

iamkicholiz@gmail.com

kicholiz.com

Skills

User Experience

- Usability Engineering
- User Research
- Usability Testing
- Accessibility
- Clinical & Cognitive Psychology
- Cultural Awareness

Programming

- HTML, CSS, Javascript
- PHP, MySQL
- Python
- C#, C++, Java

Languages

- Native:
Mandarin, English, Malay
- Intermediate:
Japanese, Korean,
Hokkien, Cantonese

Tools

- Adobe XD
- Axure RP
- Figma
- Affinity Designer
- Vectr
- SPSS

Experience

Software Developer

Feb 2020 – Oct 2020

Olaphase Sdn Bhd · Miri, Malaysia

- Implemented product features and improved user experience by applying basic design principles in user interface
- Increased number of new users by 30% (538k to 699k) and increased session duration of users by 9% within 3 months of redesigning website
- Designed wireframes and developed mobile application based on stakeholder requirements

Software Engineer Intern

Jul 2018 – Jul 2019

Criterion Games, EA · Guildford, United Kingdom

- Worked on 5 projects at different stages of development including *Battlefield V: Firestorm* and *Need For Speed: Heat*
- Collaborated with UX experts and professionals of various disciplines in game development to improve usability of games and developer tools
- Gathered requirements and developed the foundations of a user interface system, addressing limitations and opportunities of the game engine

Education

MSc Human Computer Interaction

Sep 2017 – Dec 2019

University of Bath · Guildford, United Kingdom

BSc Science (Psychology, Informatics)

Feb 2014 – Dec 2016

University of Melbourne · Melbourne, Australia

Achievements

BCSWomen Lovelace Colloquium Finalist

2019

University of Salford · Salford, United Kingdom

Bath Award

2019

University of Bath · Bath, United Kingdom