

Carmen Cheang

UX Designer

✉ c.cheangg@gmail.com

☎ 778-896-8133

carmencheang.com

[LinkedIn](#)

Profile

Hi! I am a UX Designer with a background in Food, Nutrition & Health and Education. I chose UX Design because I love working with people and want to create an enjoyable and memorable experience for them. With over 8 years of experience working in the Food and Beverage, service, and retail industry I have continued to develop empathy by cultivating curiosity. As a lifelong learner, my goal is to continue to explore inclusive and equitable approaches to bring the best experience.

Skills

Figma

Invision

Procreate

Sketch

POP App

Optimal Sort

Adobe Creative Suite

Experience

Teacher | Moscrop Secondary School, Burnaby School District

MAY 2022 - Present, Burnaby, BC

- Designed 150+ lessons to engage learners and fulfill learning objectives
- Implemented Universal Design for Learning framework and differentiated instructions to ensure learners fully comprehend
- Assessed and supported 300+ learners progress and worked closely with staff to plan and coordinate work

Specialist, Operational Specialist | Apple

AUG 2021 - Present, Richmond & Burnaby, BC

- Worked on optimization of all daily business operations to bring shrink below 0.09%.
- Provided support and advice to business owners and product users by retrieving customer data and presenting relevant product information

Project Manager | Vancouver Parks Board, Champlain

Heights Association

MAY 2018 - APR 2019, Vancouver, BC

- Recruited, onboarded and managed a team of 12 and coordinated 30+ volunteers to ensure staff are well equipped
- Held daily and weekly meetings to gather feedback to increase communication, motivation and team morale

Education

BrainStation | User Experience Design

SEP 2022 - DEC 2022, BC, CA

University of British Columbia | Bachelors in Education

SEP 2018 - MAY 2022, BC, CA

University of British Columbia | Bachelors in Science, Food Nutrition & Health

SEP 2017 - JUL 2022, BC, CA

Projects

Momentum | Capstone Project

SEP 2022 - DEC 2022, BrainStation

Using a human-centred approach to conduct user research and design a solution for adults to enhance their physical and mental well-being.

EA x BrainStation | 24HR Hackathon

DEC 2022, BrainStation x Electronic Arts

Overlooked a team of 7 to design a solution for global gamers to adopt the EA App.