Angeline Neo

515-735 1324 ♦ anpy.angeline@gmail.com ♦ www.angelineneo.com ♦ www.linkedin.com/in/angeline-neo

EXPERIENCE

Founding UX Design Volunteer, Teal Towns

Ames, IA, Mar 2024–Present

- Collaborated with the founder and 2 UX designers to conceptualize designs and implement UI elements for a website aimed at connecting local communities to drive sustainability initiatives and combat climate change
- Conducted user research and market analysis to define target audience, user needs, product vision, and business objectives

UX Research Graduate Student, ISU Human-Computer Interaction Department

Ames, IA, Aug 2021–Dec 2023

- Recruited participants and conducted a focus group usability test to examine the acceptance behavior of remote patient monitoring device usage among U.S. Chinese immigrant older adults
- Transcribed qualitative data using thematic analysis to gather insights and provided UX suggestions for future work
- Partnered with a healthcare organization to provide comprehensive training on a medical device for participants

UI/UX Design Intern, Enovation Controls

Tulsa, OK, Jun 2023–Aug 2023

- Contributed to the company's design system by developing 142 components and icons on a Figma library for visual consistency
- Conducted qualitative and quantitative 14 usability tests to evaluate the user experience of a digital control display and proposed user-centered design (UCD) principles to the Digital Product Design team for future product improvements
- Collaborated with a cross-functional team of software engineers and digital product designers to design a digital display control for B2B customers, resulting in a successful product launch in the market

UX Design Intern, 3M Healthcare

Ames, IA, Jun 2022–Aug 2022

- Strategized and designed information architecture, interaction design, wireframes, personas, and UI design to revamp a wound-healing mobile application, addressing the unmet needs of patients
- Worked closely with a team of 4 UX researchers to uncover user insights, translating data into clear feature designs, resulting in the advancement of the conceptual design to a Minimum Viable Product

Graphic Design Volunteer, Self-Help International

Waverly, IA, Jun 2017–May 2020

- Developed print and digital marketing materials, including infographics, flyers, and annual reports, to promote sustainable development programs aimed at alleviating hunger in rural communities across West Africa and Central America
- Conceptualized and designed signages, event brochures, and custom graphics for a donation campaign, resulting in 150 attendees and raising over $8,000 for the non-profit organization

EDUCATION

M.S., Human-Computer Interaction (UX Design), Iowa State University (ISU)   Ames, IA, Aug 2021–Dec 2023
B.A., Graphic Design, Wartburg College   Waverly, IA, Aug 2016–May 2020

SKILLS

Design: Visual design, prototyping, interaction design, wireframing, information architecture, user flow, accessibility standards
Tools: Figma, Sketch, Adobe Creative Suite, Mural, Miro, ProtoPie
Soft: Project management, cross-functional collaboration, time management, communication, organization, attention to detail