

# MINGYING LIN

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## Objective

Self-motivated IT graduate student from the University of Melbourne with experience of web and app front-end design and digital storytelling to help clients' brands stand out. Equally effective researching and working as a dynamic team member. Fast learner who can quickly grasp and apply new ideas. Seeking an opportunity to work as well as grow and develop my own skills.

## EXPERIENCE

### **UI/UX Internship**

MangoTech Group, Melbourne

26/10/2020 - Present

- Edited and beautify more than 100 images and photos using Photoshop
- Responsible to create website's banners, wireframes and prototypes using Sketch
- Seeking and import 400 photo resources into the database in two days

### **Volunteer**

YOW!Conference, Melbourne

13/12/2019

It is an event for software developers to help them stay up to date with the latest practices and to network with their peers.

- Collaborated with other volunteers as a staff member in the conference, and packed hundreds of conference bags and collected audiences' feedback after the lecture.
- Assisted hundreds of attendees with registration and ushered them to available seat.
- Networked with developers and designers from different companies and connected with them on LinkedIn.

### **3D Designer**

3D PRINTING HACKATHON, Melbourne

15/08/2019 – 11/09/2019

The topic is to create a novel musical instrument and present it at the end of the competition.

- Our group won the 2nd place at the end of the presentation night.
- Designed and created a novel and functional 3D musical instrument.
- Using Tinkercad to create the 3D model and print it in the 3D innovation centre at the University of Melbourne.

## **Skills**

### **Technical Skills**

- Font-end development (HTML/CSS/JavaScript), Node JS, Mango DB(Database), MS Office suit, Java, Adobe XD/Illustrator/Photoshop, GitHub Desktop.
- Conducted Human-computer interaction research project supervised by the professor.
- Able to develop font-end and build responsive website for the company.
- Solid and comprehensive computer and good graphics design skills.
- Prototyping and wireframing (Tools like Invision and Figma).

### **Interpersonal and Teamwork Skills**

- Demonstrated good interpersonal skills by interacting with diverse international students and researchers.
- Advised and assistance to research and audio staff members.
- Conducted user research and interviews, card sorting and collecting qualitative data.
- Conducted collaborative evaluation with the participant

## **EDUCATION**

### **Master of Information Technology (IT)**

Jul 2018 – Dec 2020

The University of Melbourne, Melbourne

- Specialisation in Human-Computing Interaction
- Related subjects: Fieldwork for Design, Information Architecture, Social Computing, Evaluating the User Experience, Human-Computer Interaction project, Designing Novel Interactions

### **Bachelor of Information Technology (IT)**

Feb 2015 – Jul 2018

Royal Melbourne Institute of Technology (RMIT)

- Major in Computing
- Related: User-Centered design, Web programming, Information Technology project
- (GPA: 3.0/4.0)

## **REFEREES**

Available on request