

Marine Au Yeung*

An interaction designer driven by the desire to create fairer, better futures for all, by enabling people to actualize and sustain their maximum potential quality of life. I specialize in experience strategy, interaction design, immersive technology, and devouring dumplings in their entirety.

*For a deeper dive into my work and my approaches, find me at: <http://marineauyeung.com> or marineauyeung@gmail.com

Experience

Artefact
UX Designer

Nov 2019 – Present
Seattle, USA

Designing innovative, inclusive visions for industry leaders in healthcare, social, future technologies, and retail

- Align strategy and design through the lens of Responsible Design to bring to life future concepts and products
- Collaborate long-term with developers to ship product MVP

Artefact
UX Design Intern

Jul 2018 – Dec 2018
Seattle, USA

Defined healthcare product strategies and AR interaction design language

- Researched and designed frameworks for healthcare product unification
- Iterated interaction design strategies & patterns for an augmented reality OS and worked closely with dev to implement it into a working demo
- Storyboarded, wireframed, animated, filmed and composited 3D UI for AR user scenarios that were crucial to aligning C-suite stakeholders and developing an actionable product vision

Cering Technology
UX/UI Designer

Oct 2016 – May 2017
Vancouver, Canada

Sole designer at a startup that created smart jewelry for women's safety

- Wireframed and prototyped the companion mobile app
- Collaborated with developers to build the MVP for iOS and Android
- Pitched at the 2017 Fundica Roadshow, Vancouver division, with the CTO

RealMax Inc.
Augmented Reality UX Designer

May 2016 – Aug 2016
New York, US + Shanghai, China

Developed product strategy and interaction design for a competitive internal AR product pitch

- Our team's proposal was selected, built, and launched as the company's largest AR product in China, 2018
- Wireframed AR UI mockups, 3D modeled AR content, prototyped mockups in VR with Unity and HTC Vive
- Collaborated efficiently across global offices and assisted senior management meetings with efficient multilingual communications

RealMax Inc.
Design Intern

May 2015 – Aug 2015
Hong Kong, China

Education

Simon Fraser University

BA in Interactive Arts and Technology

Aug 2014 – Aug 2019
Vancouver, Canada

Competencies

Experience Strategy
Interaction Design
Speculative Design
Immersive Technology
Videography

Tools

Figma	Adobe Illustrator
Sketch	Adobe Photoshop
Principle	Adobe Premiere Pro
Framer	Adobe After Effects

HTML	Autodesk Maya
CSS	Cinema 4D
JavaScript	Unity