

# Marine Au Yeung\*

A UX designer who turns blue sky visions into inclusive, actionable products. Or at least, that's the easiest box to put me into. I specialize in new product concepts, experience strategy, interaction design, augmented reality, and devouring dumplings in a single bite.

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

## Experience

**Artefact** Nov 2021 – Present  
Senior UX Designer Seattle, USA

Currently designing innovative, inclusive visions for industry leaders in healthcare, social, immersive technology, and retail domains.

Public achievements:

- Winner of Fast Company Innovation by Design award 2021
- Winner of Core77 Design Awards 2021
- Patent pending, filed by client in 2022

**UX Designer** Nov 2019 – Oct 2021

**UX Design Intern** Jul 2018 – Dec 2018

Defined healthcare product strategies and AR interaction design language

- Built frameworks for healthcare product system unification
- Designed interaction patterns for an augmented reality OS and worked closely with dev to implement it into a working demo
- Client build a new team in R&D as a result of the storyboards, wireframes, and animated, composited 3D UI for inclusive AR use cases

**Cering Technology** Oct 2016 – May 2017  
UX/UI Designer 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.** May 2016 – Aug 2016  
Augmented Reality UX Designer 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

**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