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 product 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   Jul 2018 – Dec 2018
UX Design Intern   Seattle, USA

Defined health care product strategies and AR interaction design language
- Researched and designed hypotheses and frameworks for healthcare product unification
- Explored and mocked up interaction design strategies & patterns for an augmented reality OS
- 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 Inc.   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   Hong Kong, China

Developed product strategy and interaction design for a competitive internal AR product pitch
- Wireframed AR UI mockups, 3D modelled AR content, prototyped mockups in VR with Unity and HTC Vive
- Coordinated internal presentations and senior managegment meetings between the American and Chinese teams due to my efficient multilingual communication skills
- Our team's proposal was later selected, built, and launched as the company's largest AR product in China, 2018

RealMax Inc.   May 2015 – Aug 2015
Design Intern   Hong Kong, China

Multidisciplinary responsibilities:
- Branding for the Hong Kong office, which was later implemented as the visual identity across RealMax's international offices
- Wireframed and prototyped a large scale AR installation product, and visual desiged its pitch presentation to the Hong Kong International Airport

Education

Simon Fraser University
BA in Interactive Arts and Technology

Aug 2014 – Aug 2019
Vancouver, Canada

Competencies

Product Strategy
Interaction Design
Speculative Design
Immersive Technology
Videography

Tools

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

HTML   Autodesk Maya
CSS   Cinema 4D
JavaScript   Unity