

Marine Au Yeung*

A UX designer who turns blue sky visions into inclusive, tangible products. Or at least that's the easiest box to put me into. I specialize in product innovation, 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: <https://marineauyeung.com> or marineauyeung@gmail.com

Experience

Artefact Nov 2021 – Present
Senior UX Designer Seattle, USA

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

Public achievements:

- Education technology concept won Fast Company Innovation by Design Awards in 2021 & 2023 and Core77 Design Awards in 2021
- Patent pending, filed by client in 2022, for a smart home multi-device connection concept
- AR gesture interactions designed in 2018 were released publicly in client's SDK in 2023, and received industry-wide interest and praise

UX Designer Nov 2019 – Oct 2021

UX Design Intern Jul 2018 – Dec 2018

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 at that time 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

UX strategy
UI design
Visual design
Interaction design
Motion design
Speculative design
3D modeling
Videography

Tools

Figma	Adobe Illustrator
Sketch	Adobe Photoshop
Principle	Adobe Premiere Pro
Framer	Adobe After Effects
HTML	Autodesk Maya
CSS	Cinema 4D
JavaScript	Unity