

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 speculative design, experience strategy, interaction design, emerging technology, 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

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

Public achievements

- Winner of Fast Company Innovation by Design Award, Education category and Core77 Design Award, Interaction category in 2021
- Patents pending in Korea, China, and US, filed by client for a smart home multi-device connection product designed in 2022
- AR interaction system designed in 2018 was released publicly by client in their 2023 SDK, 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

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

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

Education

Simon Fraser University
BA in Interactive Arts and Technology
Aug 2014 – Aug 2019

Dutch Design Field school

A competitive 8 month long program centered around design history, theory, and culture in the Netherlands. Our team of 13 spent 4 months conducting in-depth research, 2 months interviewing 20 designers abroad, and 2 months producing a series of documentary short films and a thoughtfully designed website to host our work. Our main feature, Reglaze, premiered in Eindhoven in October 2019.

Jan 2019 – Aug 2019

Competencies

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

Tools

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

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|------------|---------------|
| HTML | Autodesk Maya |
| CSS | Cinema 4D |
| JavaScript | Unity |