Mei Yi Tan

Experienced UX/UI Designer who blends business needs with software capabilities to create impactful visual communication. Drove collaborative efforts to transform complex concepts into intuitive interfaces; specialized in health technologies and diverse graphic projects, enhancing user experience and increasing platform adoption.

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💼 **Portfolio:** tanmeiyi.com

Career History

UI/UX Designer; Full-Time Employee at Invene.
McKinney, TX. *July 2021 - April 2024.*

- Completed the design and prototyping of healthcare software interfaces for 3 different enterprise clients including care provider dashboards, patient portals, and online scheduling systems, using Figma.
- Spearheaded the development of company branding and marketing graphics for both print and social media platforms increasing sales.
- Established direct client connections, facilitating user flow workshops and leading meetings to ensure alignment with project objectives.
- Managed the development and transfer of internal and client websites using website builder tools such as GoDaddy, Webflow, WordPress, and Squarespace.
- Delivered MVPs with responsive web design, meeting deadlines and budget constraints while achieving overwhelming client approval and staying within the budget.
- Collaborated with a software company specializing in healthcare technologies to develop information architecture, visual design, and a WordPress website, leading to a successful launch.

UX Designer; Apprenticeship at Dialexa.
Richardson, TX. *February 2020 - April 2020.*

- Managed distributed work and created 100% of the Agile roadmap. Conceptualized an eco-friendly habits-promoting app through visual wireframes and prototype mockups, alongside creating user flows, journey maps, and personas.
- Collaborated with cross-functional teams to align on business objectives and ensure technical feasibility of the final product.

Graphic Designer, Internship at Big Brothers Big Sisters.
Irving, TX. *January 2019 - May 2019.*

- Led an independent research project targeting a new market, conducting user research with 30 respondents through surveys and interviews.
- Scripted, synthesized, and delivered findings and recommendations, demonstrating effective market engagement and strategic insight.

UX Designer, Internship at DegreeChamp.
Richardson, TX. *August 2018 - December 2018.*

- Partnered with the CEO to translate vision into an MVP for a student-friendly mobile degree tracking app, crafting wireframes and user flows. Led a small team to develop high-fidelity prototypes used in user research.
- Orchestrated user testing with 7 participants, from scriptwriting to data analysis, delivering actionable insights for product refinement.

Education

UX Certificate
CareerFoundry, Berlin, Germany
July 2021- May 2022.

- Intensive UX Bootcamp teaching UX/UI fundamentals from user testing to interface design

B.A. in Design and Visual Communications
University of Texas at Dallas, Richardson, TX.
August 2016 – May 2020.
- Graduated Magna Cum Laude
- Dean's List 2016-2020
- Top 10% of school

Skills

- User Research, Usability Testing
- UX/UI Design, Prototyping, Wireframes
- Illustration of design ideas using storyboards.
- User process flows and sitemaps.
- Web Design, Graphic Design
- HTML5, CSS, Javascript

Tools

- Adobe Creative Cloud (Adobe XD, Illustrator, InDesign, Photoshop)
- Figma, Adobe XD, Invision, Miro, Sketch, FigJam, LucidSpark, Balsamiq
- WordPress, WIX, Squarespace, Webflow, Canva
- Trello, Clickup