

Yik Yin Cheuk

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SUMMARY

UI/UX Designer with **4+ years of experience** in UX research, interaction design, and visual design across web, mobile, e-commerce, and gaming. Experienced in translating user and business needs into wireframes, prototypes, responsive interfaces, and production-ready designs, with additional experience in front-end development and client collaboration.

EXPERIENCES

UI/UX Designer

Freelance

Remote

June 2025 - Present

- Designed for **25+ clients**, including **3 returning clients**, across a wide range of projects, including e-commerce platforms, gaming experiences, websites, and email marketing campaigns.
- Created **10+ wireframes and prototypes** for each client tailored to their goals, user needs, and brand identity.
- Collaborated with clients through iterative feedback, translating requirements into user-focused final designs.

UI/UX Mobile App Designer

TouryAI

Remote

July 2025 - October 2025

- Designed **50+ wireframes**, **20+ screens**, and **10+ interactive prototypes** for a B2C smart tourism mobile app.
- Conducted **A/B testing** and iterated designs based on user feedback to improve usability and user experience.
- Researched UI patterns for smartwatches and voice-activated UIs to explore cross-device interaction patterns.
- Collaborated with **2 developers** to communicate design decisions and ensure smooth handoff and implementation.

UI/UX Designer Intern

Lancaster Museum of Art and History

Remote

June 2024 - December 2024

- Designed and developed an interactive conservation-focused website that connects people with Joshua trees through digital storytelling and tree profiles.
- Redesigned the web and mobile interfaces in Figma and developed the website using **WordPress, HTML, CSS, and JavaScript**, improving the site's structure, usability, and performance.
- Closely communicated with the team to discuss website design and aesthetics, ensuring it met visual standards for the Getty PST: Art and Science Collide 2024 exhibition at the Museum of Art and History in Lancaster.

UI/UX Designer & Developer

Reed College Student Senate

Portland, OR

August 2023 - November 2024

- Designed and developed a centralized student government website that organized announcements, meeting notes, events, and resources into an accessible and intuitive experience.
- Designed **10+ wireframes and prototypes**, developed, launched, and maintained the Reed Senate website using **full-stack development**.
- Collaborated with stakeholders through regular meetings to gather requirements, discuss design decisions, and deliver website updates on schedule.

SKILLS

UI/UX: UX Research, User Flows, Information Architecture, Wireframing, Prototyping, Usability Testing, A/B Testing, Responsive Design, Interaction Design

Design: Visual Design, Design Systems, Typography, Color Theory, Branding, Accessibility

Technical: Proficient in Figma, Wix, WordPress, Google Workspace, Microsoft 365

Programming Languages: HTML, CSS, JavaScript, Python

EDUCATION

Reed College

B.A. in Art and Computer Science (*Focus in Web Design and Development*)

Portland, OR

May 2025