# TENG MING XUAN

# **PRODUCT DESIGNER**

#### **/ BRAND STATEMENT**

Trained in UX design with experience in UI design, I always see the users' needs as top priority and is committed to producing usable and visually-pleasing designs.

#### / CONTACT DETAILS

Phone: (+65) 97507443

Email: mingxuan.tmx@gmail.com Portfolio: www.tengmingxuan.com

LinkedIn: linkedin.com/in/tengmingxuan/

#### / EDUCATION

#### **General Assembly**

User Experience Design | Jan '21 - Apr '21 | Immersive

#### **National University of Singapore**

Bsc (Hons) Life Science | Aug '16 - Jun '20

#### / SKILLS SUMMARY

- User research
- User flow
- Wireframing
- Prototyping
- Usability testing
- UI design
- Data analysis
- Communication
- · Active listening
- Proficient in English & Chinese

## / UX PROJECT HIGHLIGHT

### Mommy+

Mobile app design

- Spearheaded the design for a pregnancy support app
- Set up and analysed usability test results
- Read more here

#### / WORK EXPERIENCE

# **Product Designer**

MoneyHero Group | Feb '24 - Present

- Facilitated workshops with external stakeholders
- Set up and enforced use of new design system across products
- Reviewed and provided feedback on vendor designer works

## **Product Designer**

Zuellig Pharma | Jan '22 - Nov' 23

- Designed multiple cross-platform products
- Worked with product managers to determine product direction
- Reviewed and provided feedback on vendor designer works

## **UI/UX Designer**

VooX | May '21 - Jan '22

- Set up cross-product, bilingual design system from scratch
- Designed cross-platform products for different target audiences
- · Managed a successful client pilot project
- Collaborated with developers to work around technical limitations

## **Farm Specialist**

Kok Fah Technology Farm | Jul '20 - Jan '21

- Organise outdoor hydroponics farm SOP
- Plan and coordinate trials for yield improvements
- Initiate trials with aim of reducing farm resource expenditure

#### / UX TOOLS / HOBBIES

- Figma
- InVision
- VolleyballDigital drawing
- Lucidchart
- Dragonboat
- Mural