






Charles Yuen

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As a UX designer, I'm passionate about creating seamless user experiences that captivate and delight. Drawing upon my diverse background in design and development, I bring a holistic approach to my work. I combine my deep understanding of user experience principles with strong project management skills to deliver intuitive and visually compelling interfaces.

Skills & Technology Proficiency

Methodology: Agile, Waterfall, Prioritization, User Research Testing, Atomic Design

UX/UI Design: Figma, Sketch, ProtoPie, Principle, Flinto, Framer, Origami, Overflow, Axure, OmniGraffle

Graphics & Video: Adobe CC, Lightwave 3D, Final Cut Pro, Combustion, Fast Machine

Collaboration: Abstract, Zeplin, Slack, Trello, Asana, Basecamp, G-Suite, Team

Scripting Programming: Javascript, ActionScript, CoffeeScript, AppleScript, HTML/CSS, Coldfusion, PHP

Professional Experience

Portfolio available in web link above

User Experience Lead (Oct 2022 - present)

DAVOS Asia - Malaysia

Freelance UI/UX Designer, MP & Ecommerce Consultant (Jul 2019 - Oct 2022)

For various clients, includes direct and agencies.

User Experience Lead (Feb 2018 - Aug 2019)

STRICHUNKT Design - Germany (remote)

Freelance Integrated Producer/ UX Designer (Mar 2017 - Feb 2018)

Ogilvy Shanghai

Head of Digital Project & Production Management/ UX Designer (Oct 2014 - Nov 2016)

J. Walter Thompson - Shanghai

Head of Digital Project & Production Management/ UX Designer (Sep 2013 - Oct 2014)

DDB Tribal - Shanghai

Freelance Digital Producer (Jul - Aug 2013)

TBWA/ DAN - Shanghai

Solutions Director/ Product & Experience Designer (Apr 2012 - 2016)

Fuel - Shanghai

Head of Delivery/ UX Designer (Dec 2010 - Apr 2012)

MRM - Shanghai

Digital Producer/ User Experience Designer (Jun 2008 – Dec 2010)

McCann Erickson - Shanghai

Executive Producer (Jan 2008 – Apr 2008)

Senior Producer/ User Experience Designer (Aug 2005 – Dec 2007)

Profero - Shanghai

Senior Producer/ User Experience Designer (Jan 2004 – Apr 2005)

OgilvyOne Worldwide - Beijing

Executive Content Engineer/ Interaction Designer (2002-2004)

Senior Line Producer/ User Experience Designer (2001-2002)

Producer/ User Experience Designer (2000-2001)

OgilvyOne Worldwide - Singapore

- *Ogilvy's IBM Standards Directive*
- *Best of Ogilvy (BOM) Award for Nokia 7210 Marketing Campaign 2002 (role: programmer)*
- *Communication Arts Award of Excellence for Love Singapore 2001 (role: programmer)*
- *Creative Circle Bronze for Love Singapore Website 2001 (role: programmer)*
- *Creative Circle Bronze for Love Singapore Interactive Banner 2001 (role: programmer)*
- *Creative Circle Bronze for Love Singapore Interactive Cursor 2001 (role: programmer)*

Related Work Experience

Web Designer & Flash Animator/ Developer (1998-2000)

Amoeba Interactive Singapore (aka. Earth9.com) Akinet Sdn. Bhd. Malaysia

Video Effects Editor & 2D/3D Animator (1991-1996)

Wayang Tinggi S/B, Malaysia (film & video production house)

The Attic, Malaysia (independent animation & video production house)

Relevant Experience

Experience in developing low-fi and high-fi prototypes & wireframes.

Experience in working in Scrum/ Agile environment.

International & multi-cultural business experience.

Experience in basic programming and technical know-how.

Language Proficiency

English: Fluent

Mandarin: Conversational

Cantonese: Basic

Software Proficiency

Design & Graphics

Figma: *Advanced*

Sketch: *Advanced*

Illustrator: *Intermediate*

Photoshop: *Intermediate*

Software Proficiency

Design & Graphics

AfterEffects: *Intermediate (used for Lottie animation)*

Premiere: *Intermediate (used for light video editing)*

Prototyping

Protopie app: *Advanced*

Flinto, Principle, Kite: *Intermediate*

Invision: *Intermediate*

Productivity

Apple iWorks: *Advanced*

Microsoft Office Suite: *Intermediate*

Google Suite: *Intermediate*

Advanced: Proficient with advanced features.

Intermediate: Everyday usage to create documents. Experience with some advanced features.

Education

1996 to 1998 Academy of Art College

Bachelor of Arts in 3D Animation and Video

1988 to 1989 ICL Training

Diploma in Computer Science