

CYRUS LAU

USER EXPERIENCE / VISUAL DESIGNER



WORK EXPERIENCE

Product Design Intern

Facebook / June - August 2016

As part of the Groups product team, I was in charge of designing a new feature. I successfully identified the core user problem, built wireframes, and prototyped potential solutions. Working closely with other designers, I iterated through various designs to refine the overall experience. My design is currently being built and will be shipped. I also worked on various self projects and participated in company hackathons.

Design Apprentice

Junior / January - April 2016

I was involved in three major client projects with eBay, Kodak Alaris, and Nokia and worked on an internal apprentice project for Junior. My roles for each project have been a combination of user experience, visual design, branding and marketing. My responsibilities included ideation, market research, comparative analysis, product strategy, low-high fidelity mockups and prototyping.

UI/UX Design Intern

PayByPhone Technologies / June - October 2015

Responsible for redesigning a new visual interface and user experience for the iOS mobile app. I was in charge of product strategy - mainly understanding the user's journey in order to improving app usability and enhance the business. My work included market research, creating wireframes to high fidelity mockups for implementation, mapping interactions and standardizing a design style.

Product Design Intern (Foundry Program)

Microsoft / January - April 2015

Involved with ideating, designing and creating a Windows Phone mobile app for Microsoft's Applications & Service Group. As the sole designer, I was in charge of developing the user experience, interaction flow, branding, and overall design vision of the product. I also produced presentation slides, content and visuals to showcase our progress and communicate our weekly accomplishments.

ABOUT ME

I am a senior student at Simon Fraser University's Interactive Arts and Technology program, focusing on UX, product strategy and graphic design.

I strive to learn, explore and design creative solutions and experiences. I empathize, seek challenges, and collaborate to create meaningful designs. It is through empathy that keeps us grounded to people, through challenges that pushes us and collaboration that builds creativity.

EDUCATION

BA - Interactive Arts & Technology

Design Concentration

Simon Fraser University

September 2011 - May 2017

SFU FCAT Dean's Honour Roll

Spring 2014

SFU Surrey Entrance Scholarship

Fall 2011

CONTACT

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