

Rebecca Ling

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Availability: Full time internship (May 2021-September 2021)

EDUCATION

Singapore University of Technology and Design (SUTD) | May 2019 – August 2022

- Pursuing Bachelor of Engineering in Information Systems and Design
- Global Distinguished Scholarship Awardee (Awarded to top 10% of cohort) with cumulative GPA of 3.92

WORK EXPERIENCES

National Youth Council, UX Design Intern | May – September 2020

- Used Figma to design a high-fidelity prototype of a web application named On My Way aimed to help youths easily obtain resources related to career choices in Singapore.
- Worked with a team of 10 other interns to implement design thinking frameworks such as user personas and double diamond framework to discover pain points our web application will address.
- Conducted user testing, market research and extensive interviews to ensure our web application appropriately solves pain points.

Government Technology Agency, UI/UX Intern | Dec 2020 – Present

- Used Figma and AdobeXD to design multiple wireframes and UI rapidly for the Smart Nation Sensor Platform project, aimed to be a one-stop portal website for the different agencies across Singapore to access sensor data.
- Worked closely with developers and project manager using SCRUM/Agile framework and was part of iterative design sprints.
- Applied design thinking frameworks such as journey maps, empathy maps, flow diagrams to better understand users' different requirements and interactions to be included in the website.

PROJECTS

Portfolio Website

- Developed a portfolio website from scratch using HTML5, CSS3 and JavaScript, using Adobe Illustrator and Photoshop to create the website assets. Website is live and monitored with Google Analytics.
- Implemented UI/UX design principles to make the website vibrant and user-friendly.

Sweat Club Android App | September 2020 - Present

- Used Figma and Adobe XD to create mobile app prototype aiming to allow users to easily organize and participate in sports activities based on the users' location and preferences.
- Using Java and relevant libraries (Material Design) and public APIs to develop the functionalities of the application.

CO-CURRICULAR ACTIVITIES

Diving Club, President | August 2019 - Present

- Planned, organized and publicized 3 day 2 night diving trips to Tioman, Malaysia for a group of 20-30 people with external organizer (Blue Reef Scuba) to learn Scuba Diving.
- Created videos of the diving trips using self-recorded footage and video-editing software Davinci Resolve for the purpose of marketing future trips.
- Facilitated the diving trips by accounting for attendance and guaranteeing the safety and wellbeing of the participants.

ROOT Student Government, Director of Finance | Sept 2019 - Present

- Planned and organized the first successful physical freshman orientation camp for 400 incoming SUTD students, despite new COVID-19 restrictions and tight timeline leading up to the camp.
- In charge of accounting and delegating the expenses of the camp, including the participants, student helpers, and necessary props within the budget of \$30,000.

OCIP, Organizer | Jan – Mar 2019 | Nepal, Singapore

- Planned and organized English curriculum for a partner school in Nepal with a team of 10, consulting with appropriate representatives from Nepal.
- Designed and coordinated printing and selling of over 400 units of sticker merchandise, raising over \$2000 in funds to supplement the trip in 2 weeks.
- Able to adapt and modify our plans based on feedback obtained quickly and effectively in order to maximise engagement of children while at the school.

SKILLS

- Proficient in speaking and writing English and Chinese
- Softwares: DaVinci Resolve, Adobe Illustrator, Figma, Dreamweaver, Adobe XD, Adobe Photoshop
- Programming Languages: Python, Java, HTML5, CSS3,
- JavaScript
- Microsoft Office (Word, PowerPoint, Excel)