NIANQU LENG UX/UI Designer

WORK

Inossem — User Interface designer

NOV 2022 - Present | Remont in Montreal, QC

- Led the visual design efforts for SaaS products, ensuring a cohesive and appealing user interface, including color schemes, typography, UI kits, wireframes, and prototypes.
- Collaborated closely with cross-functional teams, including product managers, UX designers, and developers, to
 ensure the precise and timely delivery of high-quality products.
- Facilitated remote work efficiently, seamlessly cooperating with developers across various time zones, maintaining project timelines, and enhancing global collaboration.
- Contributed to the enhancement of user experiences and the successful launch of OMNIX, a comprehensive business tool designed to streamline supply chain, logistics and sales management.

EDUCATION

Parsons school of Design — B.F.A in Fashion Design

SEP 2010 - JUN 2014 | New York City, NY

- Utilized design principles, aesthetics, and user-centric thinking to develop creative and visually appealing fashion concepts. Skills in trend analysis, detail orientation, and storytelling.
- Transferrable abilities for UX/UI design, with a strong foundation in forward design thinking and collaborative teamwork.

DesignLab Academy & DesignLab Foundation

Oct 2022 - JUN 2023 | Remote

- Comprehensive UX/UI training covering the full product lifecycle. Hands-on experience in user-centered design.
- · Mastery of Figma prototyping.

SKILLS

Figma, Adobe Photoshop, Adobe Illustrator, Adobe Indesign, Procreate

User research, Product roadmapping, Information architecture, User flows, Accessibility, Responsive Design, Layouts, Wireframing, Typography, Branding, Usability testing, Prototyping, Web design, Mobile design, Graphic design, Illustration, Basic understanding of HTML, CSS and Javascript

Mandarin Chinese, French (beginner)