

# Yi Qing Khoo

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## WORK EXPERIENCE

### Freelancer - Various Work

March 2024 - present

Social media content and visual design

- Created designs and written content for social media posts based on given topics
- Created and drafted template designs for social media posts which were iterated on based on feedback

E-cookbook design

- In charge of the overall design of recipe pages - ensuring readability and consistency of text as well as overall cohesion

Visual Novel Game Programming (Ongoing)

- Part of the programming team for a visual novel game using Ren'Py as the basis

### H2 Games | Freelance Designer

August - September 2023

Designed event material for H2 Games and Nanyang Polytechnic GameJam 2023

- Created event banner, t-shirt and website designs including pixel art elements as part of banner design
- Iterated on design based on feedback from other designers and stakeholders

### SinceSpringDays | Owner/ Designer

2018 - present

'SinceSpringDays' is a small business that I started by myself to share my designs with others.

- Iterated on design sketches based on survey results and customer feedback before creating a physical prototype
- Interacted with customers at small vendor events to better understand my clientele

## PROJECTS

### UCSC Capstone: AI Chatbot Assistant with NVIDIA

April - December 2023

Working with NVIDIA team and three other students to enhance trustworthiness of AI chatbots through UX design and prompt engineering.

- Conducted mixed methods research (interviews, survey, and contextual inquiry) to understand user's expectations of chatbots as well as current pain points to guide UX design and system prompt.
- Engineered system prompt for GPT 3.5 through Langchain based on findings which was later implemented.
- Created wireframes and interactive prototypes of chatbot on Figma and conducted usability testing to gather feedback to iterate on designs which resulted in a final prototype.

### Research Project: Social Hero

Fall 2022 - December 2023

This project looks into understanding and designing online spaces to facilitate pro-socialization in adults.

- Conducted mixed methods research (survey, interview, and focus group) to better understand user group's perspective and experiences in navigating online spaces.
- Preliminary results of the study were presented at a workshop of a conference venue.
- Further studies were conducted to understand correlation between player traits and guiding personal values.

## CONTACT

✉ [khooyiqing@gmail.com](mailto:khooyiqing@gmail.com)

👤 [khooyiqing.com](https://khooyiqing.com)

🌐 [khooyiqing](https://www.linkedin.com/in/khooyiqing)

## EDUCATION

### University of San Francisco

August 2019 - May 2022

B.S. in Computer Science

### University of California, Santa Cruz

September 2022 - December 2023

M.S. in Human Computer Interaction

## SKILLS

### Website Design

- HTML, CSS

### Design Software

- Adobe Photoshop, Illustrator
- Figma

### Languages

- English
- Mandarin Chinese
- Korean

### Programming Languages

- Javascript
- Java
- C
- Python