



SIDNEY YAN

UX/UI Designer

A personable UX/UI designer with 6 years of experience in healthcare/medicine who blends clinical insights with design thinking to help organizations achieve their missions through human-centered design and cross-functional collaboration. Strives to help create a more curious, interactive, and connected world.

Experience

UX Design Lead

Nov 2024 — Present

Science To People | Contract

- Spearheaded UX design initiatives with agile methodologies to create a web platform application that provides simplified, expert-verified health research insights to science communicators.
- Achieved a 75% task-completion rate through user flow & site maps, wireframes, design component libraries, and mid-fidelity prototypes.
- Attained a 85% stakeholder satisfaction rate through cross-functional team collaboration of 22+ members to continuously prioritize and align user and business needs.
- Conducted extensive MVP audits and comparative analysis for various AI research and content creation platforms to deliver actionable insights to the client.

UX/UI Designer, Team Lead

Nov 2023 — Jan 2024

ReturnPal | Contract

- Effectively led a team of 3 UX designers for the inclusion of B2B integration and Corporate Social Responsibility (CSR) non-profit services on the company website.
- Accomplished a 14% increase in user retention and engagement rates by initiating dashboard portal feature designs for businesses to gain insight on data-driven metrics and analytics.
- Generating a 20% improvement in user satisfaction and usability by applying user design process (comprehensive secondary research, competitive analysis, user flow and site maps, wireframes, prototypes, usability testing) within a team environment.
- Managed regular weekly stakeholder meetings while applying feedback to design iterations for company vision and goal alignment.

UX/UI Designer

Sept 2023 — Nov 2023

Springboard Community Hackathon | Virtual

- AI Enhanced Global Team Engagement in Remote Work
- Developed an AI project to create innovative virtual solutions to address remote work challenges and boost high team engagement levels.
- Teamed with 2 other product designers, 2 software developers, and 1 data analyst to creatively deliver final product.
- Created website app prototype for companies to incentivize tasks and accomplishments for employees (i.e. PTO days, company merch, etc.) within 2 weeks.
- Conducted agile user experience methodologies including user research, low-fidelity wireframes, high-fidelity mockups, and prototyping.


Medical Assistant


July 2019 — Present

Charles B. Wang Community Health Center | New York, NY


- Triage patients and retrieved vital signs with efficiency for up to 40 patients daily.
- Achieved a 25% decrease in provider time spent on reviewing patient history documentation by taking medical and patient history to providers via Electronic Medical Record (EMR) system.
- Collected phlebotomy, specimen samples and conducted PPD placements, EKGs with precision in accordance with OSHA and HIPAA regulations.
- Precepted incoming MAs & RNs on medical assistant duties for clinical proficiency within 8 weeks.

Contact

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 347-591-8271

Skills

RESEARCH

- Affinity Mapping
- Heuristic Evaluation
- Secondary Research
- Survey Design
- Usability Testing
- User Interviews

UX DESIGN

- Design Sprint
- Design Thinking
- Information Architecture
- Site Mapping
- Storyboarding
- User Flows
- User Personas

UI DESIGN

- Brand Design
- Interaction Design
- Iterative Design
- Prototyping
- Sketching
- Wireframing

Tools

- Figma
- Figjam
- Sketch
- Miro
- Canva
- Keynote
- Notion

Languages

- English
- Cantonese Chinese
- Mandarin Chinese

Education

Cornell University | Ithaca, NY

Bachelor of Science in Biological Sciences | General Biology Concentration

Springboard | UI/UX Design Certification

9-month intensive course in UI/UX methodologies and technologies

Other Certifications

UX for AI: Design Practices for AI Developers, Using AI in the UX Design Process, Sketch Essential Training: The Basics (2018), Agile User Experience Design and Research, Systems Thinking for Product Designers, UX Foundations: Interaction Design