# Résumé — Ivan Koo

**EMAIL**
hello@ivankoo.com

**PHONE NUMBER**
+65 8875 8871

**LINKEDIN**
linkedin.com/in/ivankoo

**PORTFOLIO**
ivankoo.com

## Summary of Key Skills

**DESIGN RESEARCH**
Research Analysis
Insights and infographics

User Centered Design
User Empathy

**WEB DESIGN**
Figma, Adobe XD, Axure RP
HTML, CSS & JavaScript
Webflow

**CODING**
Python & Java
SQL Database Planning
Micro:Bit

**CORE**
Team Leading & Collaboration
Critical Thinking
Creative thinking

Project Management
Multidisciplinary Design

**USER EXPERIENCE**
Affinity Mapping
Card Sorting

Journey Mapping
Service Blueprint

**GRAPHIC DESIGN**
Adobe Photoshop
Adobe Illustrator
Principles of Design

**PRODUCT DESIGN**
Fusion360
Blender 3D Design
3D Printing

**SPATIAL DESIGN**
AutoCAD Wireframing
SketchUp Spatial Design

Unreal Engine 5.3

## Education

**REPUBLIC POLYTECHNIC**                                      APR 2021 — MAY 2024
Diploma in Design for User Experience
GPA of 3.86

**QUEENSTOWN SECONDARY SCHOOL**                          JAN 2017 — DEC 2020
GCE 'O' Level

## Work Experience

**STITCH INTERACTIVE**                                       MAR 2024 — APR 2024
Frontend Developer
Developed the frontend code for the Pasir Ris - Punggol Town Council website,
establishing a component-based architecture and creating various pages to match the provided design.

**STITCH INTERACTIVE**                                       MAR 2023 — DEC 2023
UI UX Designer — Intern
Collaborated with multiple clients to create designs and media for both client projects and internal use.
Utilized tools such as Figma to design Instagram posts, collaterals, and websites such as new.nscc.sg.

**SPUDNIKLAB**                                                          OCT 2022
Prototype Developer
Working with the client to create high-fidelity interactive digital prototypes with Axure RP,
for testing a new concept of teaching the elderly digital literacy with mobile phones.

## Volunteer and Leadership Experience

**COMPUTATIONAL THINKING & LEARNING ACTIVITY — BBC MICRO:BIT**                    SEP 2022 / SEP 2023
Student Assistant Facilitator
Assisted throughout the workshop by interacting with 11 to 12 year old,
primary school children, to teach them how to program the BBC Micro:Bit.

**DIGITAL LITERACY CARDS ACTIVITY**                    OCT 2022 — NOV 2022
Student Assistant Facilitator
Assisted staff from SpudnikLabs with the testing a new concept of
Digital Literacy Cards with the elderly at the Orange Valley Activity Center.

**INFOCOMM CLUB (QUEENSTOWN SECONDARY SCHOOL)**                    APR 2019 — APR 2020
Chairperson
Led 30 students to participate in competitions and activities.
Worked with vice-chair to improve the quality of the experience in the club.
Assisted the Teacher-in-Charge in planning several events for the club.

**QUEENSTOWN SECONDARY SCHOOL LIBRARY**                    OCT 2019 — NOV 2019
Library Stock Taker
Assisted the Librarian with the inventory stocktaking of over 1000 books in the library.

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## Achievements & Awards

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| Diploma with Merit | AY2023 Semester 2 |
| Rose Marie Khoo Foundation Scholarship | 2023 |
| REPUBLIC Award | 2022 |
| Diploma Prize | AY2021 Semester 2 |

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| Director's Roll of Honour | AY2022 Semester 2 |
| Director's Roll of Honour | AY2022 Semester 1 |
| Director's Roll of Honour | AY2021 Semester 2 |
| Director's Roll of Honour | AY2021 Semester 1 |

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| Module Prize — User Experience Design Studio | AY2022 Semester 2 |
| Module Prize — Tools for Interaction Design | AY2021 Semester 2 |
| Module Prize — Interaction Design | AY2021 Semester 2 |

**Lee Hsien Loong Interactive Digital Media Smart Nation Award**                    MAR 2024 — APR 2024
School of Technology for the Arts — Republic Polytechnic (Nationals)

**Global Game Jam**                    JAN 2024
Rat In The Jail — No Fox City (Unreal Engine)

**Safe in the Woods Dementia Hackathon**                    SEP 2022
Wooflands — Remme (5th Place)

**Foundation Programme in Web Development and Android Application Development**                    APR 2022 — JUN 2022
TikTok Youth Camp 2022