

Owen Gan Ze Min

+65 9227 2657 | owengan.zemin@gmail.com | Portfolio: ogzm.site Password: Aevicehealth | LinkedIn: linkedin.com/in/ogzm

EXPERIENCES

DEVELOPER GROUP @ NUS

Jun 2024 – May 2025

External Lead of Design (Volunteer)

- Represented in external outreach, identifying gaps in digital capabilities faced by non-profits, and secured 4 new collaborations, enabling digital transformation and boosting operational workflows
- Led 4 design initiatives from the ground up, responding to inconsistent team practices, by defining workflows, project timelines, and offering UI/UX mentorship, which streamlined team execution
- Spearheaded recruitment for design leads, addressing the need for leadership in newly launched projects focused on technical and leadership skills, successfully onboarding 4 new heads to drive project impact
- Provided product guidance for Heartware Connect, identifying inefficiencies in managing volunteers and beneficiaries, and collaborated with devs to design a streamlined web app, improving internal workflows efficiency

NUS INFORMATION TECHNOLOGY

Jan 2024 – Dec 2024

UI/UX Designer (Contract)

- Introduced an auto-timetable generation feature, responding to student pain points of manual entry, by designing a seamless scheduling flow integrated into uNivUS, significantly improving its functionality [\[View Project\]](#)
- Redesigned the onboarding experience, responding to a fragmented community-building process for new users, by gathering insights through onboarding flows to connect like-minded students, fostering community bonding [\[View Project\]](#)
- Launched an online marketplace feature on uNivUS, addressing the lack of a student exchange platform, by designing and shipping a buy-sell-trade system, which enhanced platform utility and student engagement
- Built a comprehensive design system from scratch, solving issues of inconsistent UI across uNivUS features, by transforming scattered UI assets into a reusable, responsive component library, ensuring consistency across platforms
- Designed an alumni module for uNivUS, tackling disconnected alumni-student engagement, by crafting intuitive IA with networking, jobs, and events boards, encouraging stronger user adoption rates
- Migrated mobile UI assets to web, ensuring consistency across devices, by adapting design patterns and visual hierarchy to fit cross-platform requirements, preserving UX cohesion and design integrity
- Prototyped uNivUS 3.0, in response to cluttered layouts and scattered branding, by streamlining the interface and standardising visual elements, improving user clarity and experience consistency across the app

Aevice HEALTH

Jan 2024 – Sep 2024

UI/UX Design Intern

- Redesigned the corporate website, addressing disorganised content that hindered B2B engagement, by overhauling the IA and aligning copy with stakeholder needs, resulting in a more intuitive experience to key product details [\[View Project\]](#)
- Refined onboarding flow for Aevice's remote stethoscope app, responding to user confusion, by redesigning the experience with clearer instructions and interaction cues, improving task completion rates and reducing friction [\[View Project\]](#)
- Supported a human factors study with healthcare professionals, aiming to identify usability gaps on the Aevice web app, by facilitating usability sessions and synthesising insights, informing UI adjustments for improved workflow efficiency
- Streamlined password reset experience on the Aevice web app, tackling friction from API limitations, by aligning frontend design with backend constraints, ensuring a seamless and reliable password recovery process
- Performed UATs, identifying quality issues in mobile builds prior to release, by collaborating closely with developers to identify inconsistencies in visual design and interactions, ensuring high-quality and polished product delivery
- Redesigned product packaging, addressing logistical inefficiencies in shipment and storage, by using 3D prototyping tools to develop ergonomic packaging, reducing air freight costs and warehouse space requirements
- Produced marketing collaterals, responding to a need for a clear visual communication of Aevice's value proposition, by working with business developers, elevating professional brand perception at public-facing events and marketing efforts

SKILLS

Design Tools: Figma, Photoshop, Illustrator, InDesign, Premiere Pro, After Effects, Canva

Prototyping: Low-Fidelity Wireframing, High-Fidelity Prototyping, Interactive Prototyping

User Research: User Personas, Human Factor Study, Affinity Mapping

Computer Aided Programs: AutoCAD, Sketchup, Ultimaker Cura

Collaboration: Cross-Functional Teamwork, Collaboration with Developers, Product Managers, and Business Developers

EDUCATION

NATIONAL UNIVERSITY OF SINGAPORE

Aug 2020 – Jan 2025

Bachelor of Arts (Architecture) with Honours (Distinction)

Major in Architecture

Cumulative GPA: 4.39/5.0; Dean's List AY2021/2022 Semester 2

Relevant Coursework: HECMontrealX UX Research

SINGAPORE POLYTECHNIC

Apr 2015 – Mar 2018

Diploma in Landscape Architecture

Cumulative GPA: 3.858/4.0; Director's Honour Roll 2016/2017/2018

Course Gold Medallist for Academic Performance

Singapore Gardens Festival 2016 Landscape Design Challenge Silver Award

Green Thumb 2016 Design & Build Silver Award

CERTIFICATIONS

Google UX Design Professional Certificate

Expected Completion: Jun 2025

Human Computer Interaction Professional Certificate

LANGUAGES

English

Chinese

INTERESTS

Sports

Cooking

Architecture

Sketching

Languages