

Boyi Tan

UX Designer | Interaction Design · Visual Storytelling · Web Experiences

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SUMMARY

UX Designer and University of Toronto MI candidate focused on web workflows, dashboard interfaces, and design-system-based interaction patterns. I bring a background in film and instructional media to UX, using pacing, sequencing, and visual storytelling to make complex information easier to understand and act on.

EDUCATION

University of Toronto Master of Information, UX Design Toronto, Ontario	2025.09 - Present
Carleton University Bachelor of Media Production and Design Minor in Film Studies Dean's Honour List: 2022, 2024	2021.09 - 2025.06
Algonquin College Film and Media Production Diploma Dean's List: 2022 Fall - 2023 Winter	2022.09 - 2023.08

PROFESSIONAL EXPERIENCE

Carleton University ISEP Student Video Producer and Editor School of Journalism and Communication Instructional media, course content, student feedback	2024.11 - 2025.03
- Produced and edited instructional video content for Basics of Visual Communication I, improving audio clarity, pacing, visual sequencing, and screen-based learning flow. - Refined course video materials based on teaching objectives and student feedback, improving content structure so visual communication concepts were easier to follow. - Collaborated with instructors and students to align revisions with learning goals and deliver updates within academic timelines.	

Film Production Support Camera Trainee / Production Assistant 1 Department Entertainment Services; Adulthood (TIFF World Premiere, 2025) Camera operations and visual storytelling	2023.06 - 2023.07; 2024.05 - 2024.07
- Supported visual production workflows through camera operations, lens and lighting setups, B-cam support, and equipment placement, contributing to shot composition, visual consistency, and efficient scene coverage. - Adapted to fast-changing shoot schedules by coordinating equipment setup, troubleshooting on-set issues, and supporting rapid scene transitions under tight production timelines. - Collaborated with camera, lighting, production, and equipment teams to manage cross-department handoffs, communicate needs clearly, and keep production moving in high-pressure set environments.	

CORE SKILLS

TOOLS: Figma, FigJam, Miro, Adobe Photoshop, Illustrator, Premiere Pro, After Effects, PowerPoint, Keynote, WordPress, HTML/CSS/JavaScript, Datawrapper
UX METHODS: User interviews, usability testing, journey mapping, information architecture, wireframing, prototyping, UX specifications
DESIGN: Interaction design, UI design, presentation design, visual hierarchy, design systems, component states, responsive web design, visual storytelling

SELECTED DESIGN WORK

LinkLog / Links2Wellbeing UX Designer HTML, CSS, JavaScript, Python, CSV Web dashboard prototype, social prescribing follow-up workflow	2026.06 - 2026.07
- Designed a client profile context filter for a web-based dashboard prototype, surfacing client barriers, preferences, programs, and notes to support clearer follow-up decisions. - Created annotated UX specifications covering component states, interaction rules, dashboard behavior, and implementation handoff, while using Python scripting with AI assistance to transform Link Worker templates into dashboard-readable CSV data.	

ArtFac UX/UI Designer Figma, FigJam Transaction flow, information architecture, design system, high-fidelity prototype	2026.02 - 2026.04
- Defined milestone-based request, payment, revision, and delivery states to reduce ambiguity across the commission workflow. - Built reusable Figma components and interaction states for request, payment, revision, and delivery flows, improving consistency across the commission journey.	

The Kindness Quest UX Designer + Frontend Contributor WordPress, Divi, HTML/CSS, JavaScript/jQuery, Datawrapper Educational web experience	2025.01 - 2025.04
- Built and refined accessible WordPress/Divi pages with HTML/CSS, JavaScript/jQuery, and Datawrapper, connecting content hierarchy, visual storytelling, and interactive data visuals. - Structured page flow, messaging, and visual modules to help audiences understand complex social issues through clear, engaging digital content.	

Done Before Director / Project Leader Algonquin Film Program graduation film Film direction, storyboard planning, production leadership, post-production direction	2023.07 - 2023.08
- Directed and led an 8-person graduation film crew, using storyboard planning, pacing, visual storytelling, and post-production direction to guide production and editing decisions. - Built the production plan by selecting the script, forming the team, setting milestones, organizing meetings, and adapting the workflow under casting and zero-budget constraints to keep the project on schedule.	