

SCOTTIE LAU IS A PASSIONATE DESIGNER CRAFTING THE FUTURE OF DIGITAL USER EXPERIENCES FOR CONSUMERS.

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Seattle, WA

EXPERIENCE

EBET, Inc. | Remote

JAN 2022 – JUL 2022

UX/UI DESIGNER

Part of a three person design team to complete design tasks needed for their Esports, Casino and Sportsbook products. Headed up the future sportsbook progression for EBET API UI products.

U.S.Digital Response | Remote

MAR 2021 – OCT 2021

DESIGN CONSULTANT (VOLUNTEER) Embedded as a design consultant to redesign a government website.

Apollo Robotics Technology | Bellevue, WA

SEPT 2017 – JAN 2021

DESIGN LEAD, Trueview AR (July 2019 – Jan 2021)

Led cross-departmental creative processes in B2B AR software.

DESIGN LEAD, RealShops (Nov 2018 – June 2019)

Branded & Designed a Magento e-commerce platform for boutique stores to sell their goods.

DESIGN DIRECTOR, Trueform.io (Sept 2017 – Jan 2021)

Owned and Designed Trueform.io services – including a tablet app to gather quantitative customer data to be feed into an analytics portal. Designed customer-facing e-commerce site. A hiring manager for Business & Data Analysts, UX Engineers, UX Designers, UX Researcher and content specialists.

Changepoint | Seattle, WA

AUG 2015 – JUN 2017

SENIOR DESIGNER

Led the design and creative frameworks for Daptiv's future vision for the product within Changepoint.

iSoftStone Inc. | Kirkland, WA

JAN 2012 – JULY 2015

SENIOR UX DESIGNER (Jul 2014 – Jul 2015)

Directed a team of UX/ UI / Visual designers to create consistent user experiences across sites with interface design patterns.

UX / INTERACTION DESIGNER 2 (Jan 2012 – Jul 2014)

Analyzed existing content to be used for logical site architectures, flows, and digital experiences.

Tommy Bahama | Seattle, WA

OCT 2010 – DEC 2011

WEB DESIGNER

Designed monthly landing pages across tommybahama.com audiences.

PopCap Games | Seattle, WA

NOV 2007 – OCT 2010

INTERACTIVE DESIGNER

Designed and developed Microsite's, Newsletter campaigns, and animated ads to market game launches and seasonal promotions of franchise game titles.

SKILLS

- Competitive Analysis
- Product Strategy
- UX & UI Design
- Interaction & Visual Design
- Art Direction
- Design Management
- Creative Direction

APPLICATIONS

- XD, Photoshop, Illustrator
- Sketch, InVision & Zeplin
- Figma, Fig Jam, Mural
- Atom (to code)

DEV LANGUAGES

- HTML5 & CSS3

EDUCATION

Western Washington University

Class of 2002

Bachelor of Arts, Graphic Design

Art History Minor

Interaction Design Foundation

Since March 2019

Various Courses

Adaptive Path

Certificate, 2014

UX Intensive workshop

School of Visual Concepts

Winter 2017

UX Mentor

AIGA Link Program

Apr 2007 – Nov 2018, Nov 21 – Present

Mentor to high school art students in the greater Seattle area.