

Bing

Principal UX Designer

MANIFEST EXPERIENCE DESIGN

Bing is a User Experience Designer who spent the last 10 years practicing design skills while studying people and technology.

She believes in turning ideas into reality without buts, and that technology can potentially be more useful with good design.

She left her footprints in Dell and Razer before starting Manifest Experience Design.

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Brand: Razer Inc.

Performance Software and Lighting

Design and development of software and products for gamers.

Razer Synapse

UX of setting up, configuring, and managing either 1 or multiple Razer products in different environments and scenarios.

Razer Chroma

UX of controlling and managing lighting effects across 1 or multiple Razer products.
Also extends to social interactions and game interactions.

Razer ID

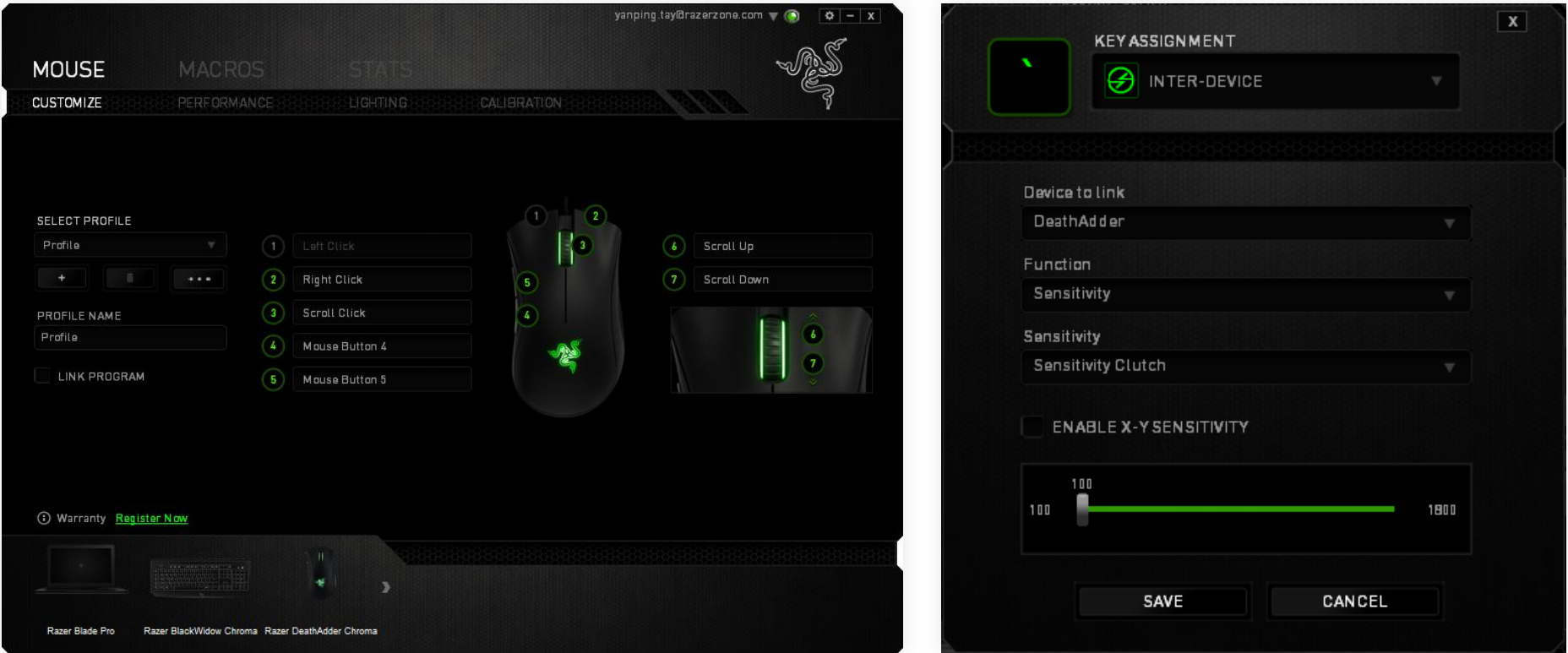
UX of single sign-in for all Razer software.
Also as a dashboard to manage security and updates.

Razer Synapse

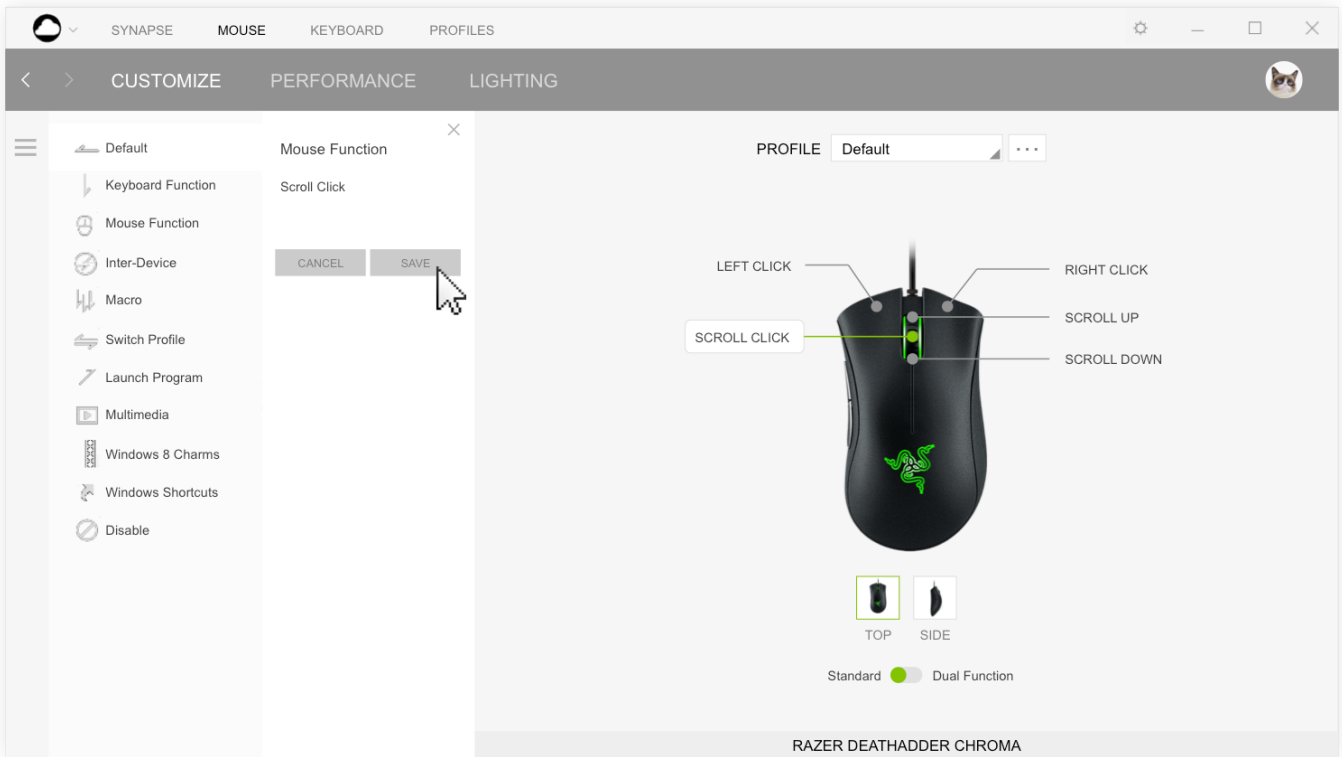
Evolve from existing version to Razer Synapse 3.

UX Involvement

- **Redesigned information hierarchy:**
Re-group and flatten configurations that work across different products.
- **Interaction model of Basic/Advance:**
To address multitude of configurations and features available across devices.
- **Interaction design:**
To address complexities of managing and assigning functions and features across different devices. For eg. Shortcuts, Macros, Lighting, Profiles, etc.
- **Setup and onboarding experience:**
To support plug-and-play use.
- **Co-development with Engineering to transit to vector-based platform.**



Existing version with multiple pop-ups, not scalable and bitmap-based graphics



New version with context menus and different button views (wireframe).

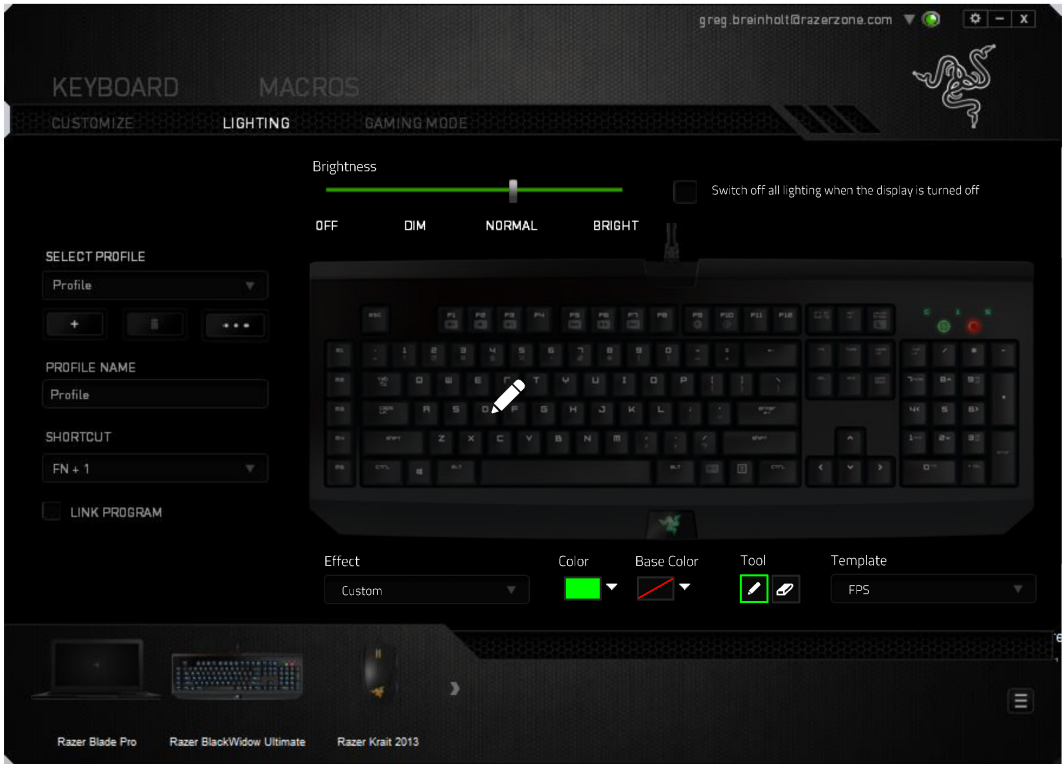
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Razer Chroma

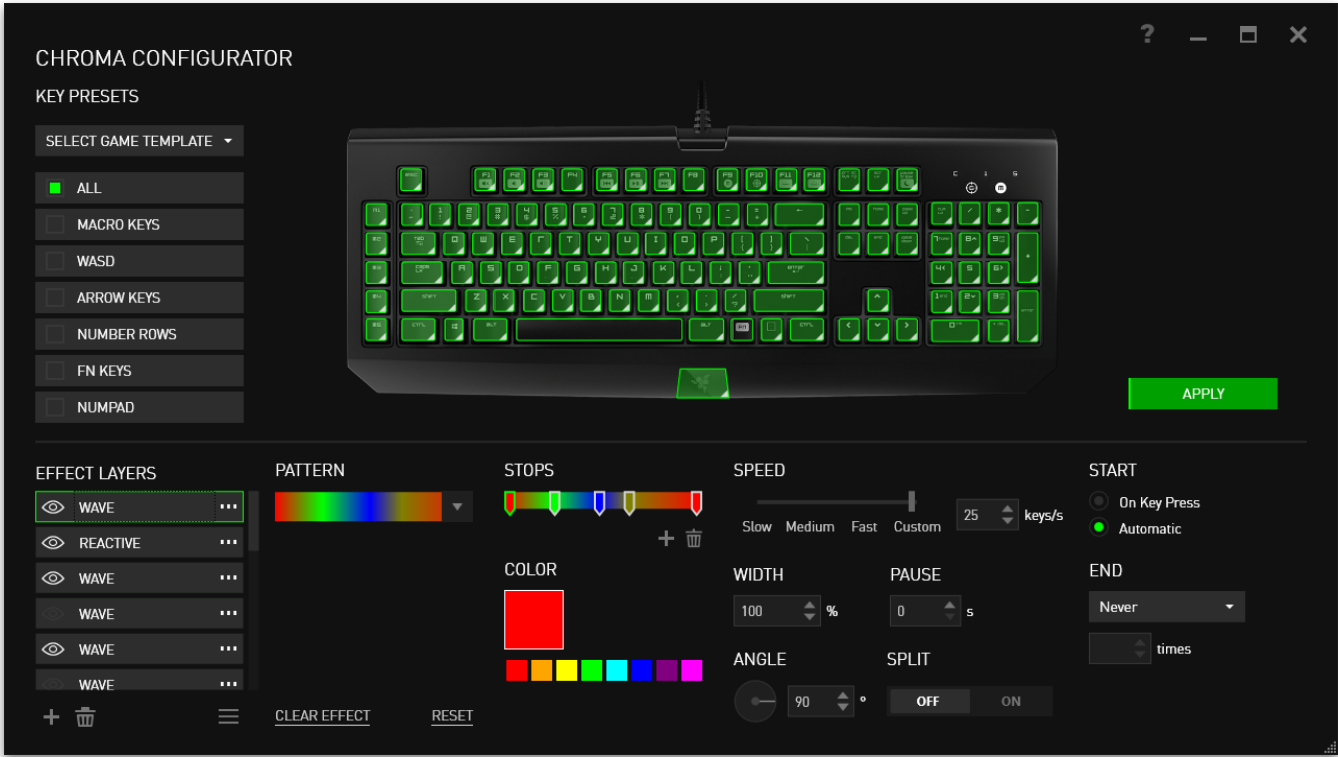
Evolve from RGB to Razer Chroma suite across different products and an SDK.

UX Involvement:

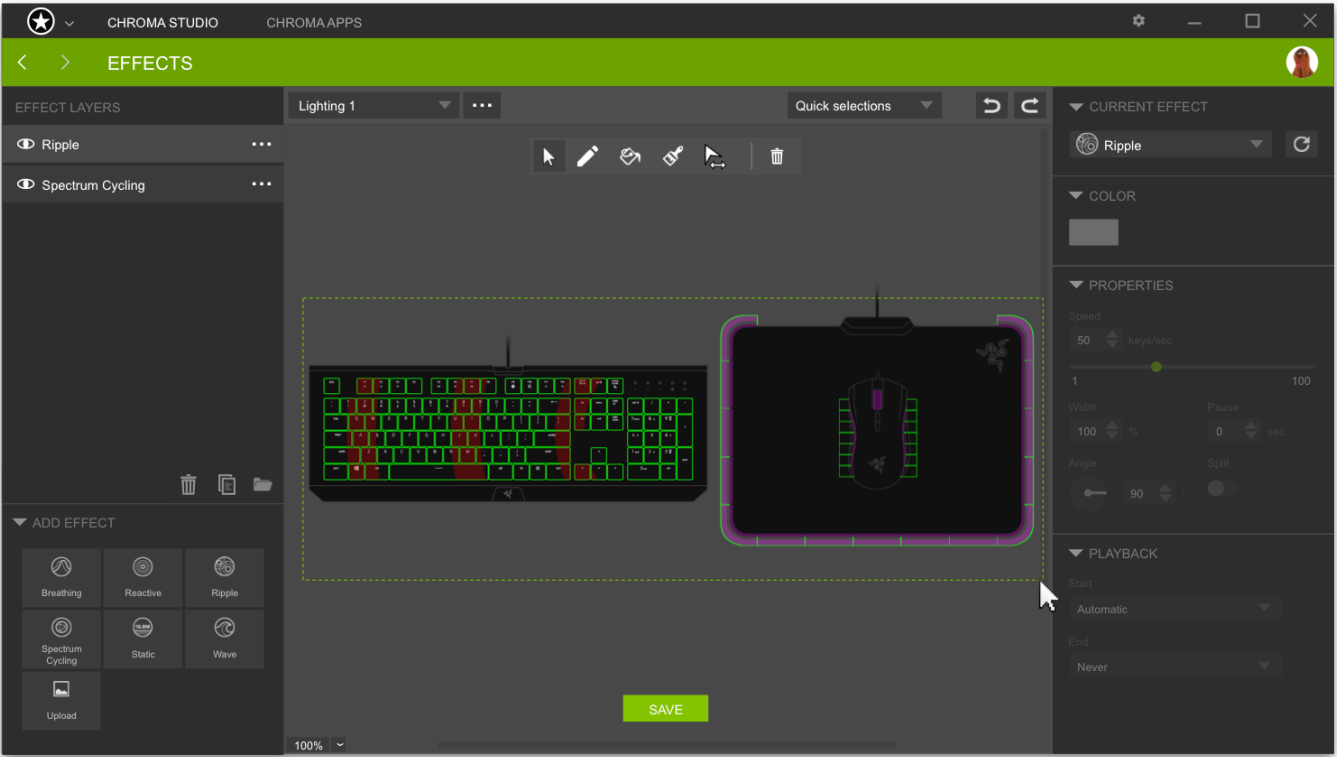
- Full design of Chroma Studio tool from scratch.
- Utilize analogies of “canvas” and image-editing tools for advanced configurations.
- Co-development with different engineering teams.



v1: Bitmap-embedded design with limited affordance



v2: Vector-based design that supports only 1 product at a time



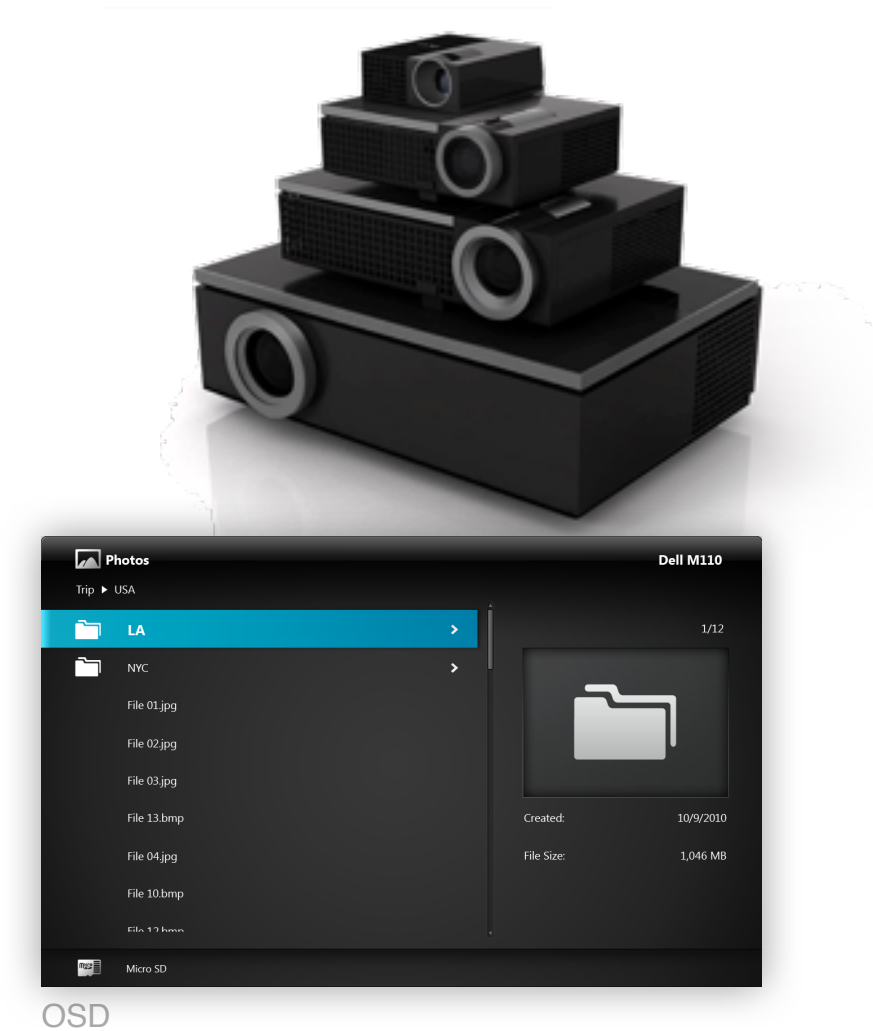
v3: Supports multiple products

End-to-end UX for Consumer and Enterprise Products

Research, design and development for mice, keyboard, projectors and printers.

UX + Marketing / Business owners
Industrial Design
Engineering

- Worldwide user research translated to product UX definitions.
- Co-development with different engineering teams to ensure best UX.
- Navigation menu and software design that complement ID and engineering strategies.
- Wordless and animated user guide designs that are faster to rollout, maintain and reusable.
- Appropriate UX evaluation methods for projects of different scales - usability testing, heuristics evaluation, competitor benchmarking, etc.



Hardware, Software and Touch

Research, design and development for suite of next-gen touch-enabled peripherals.

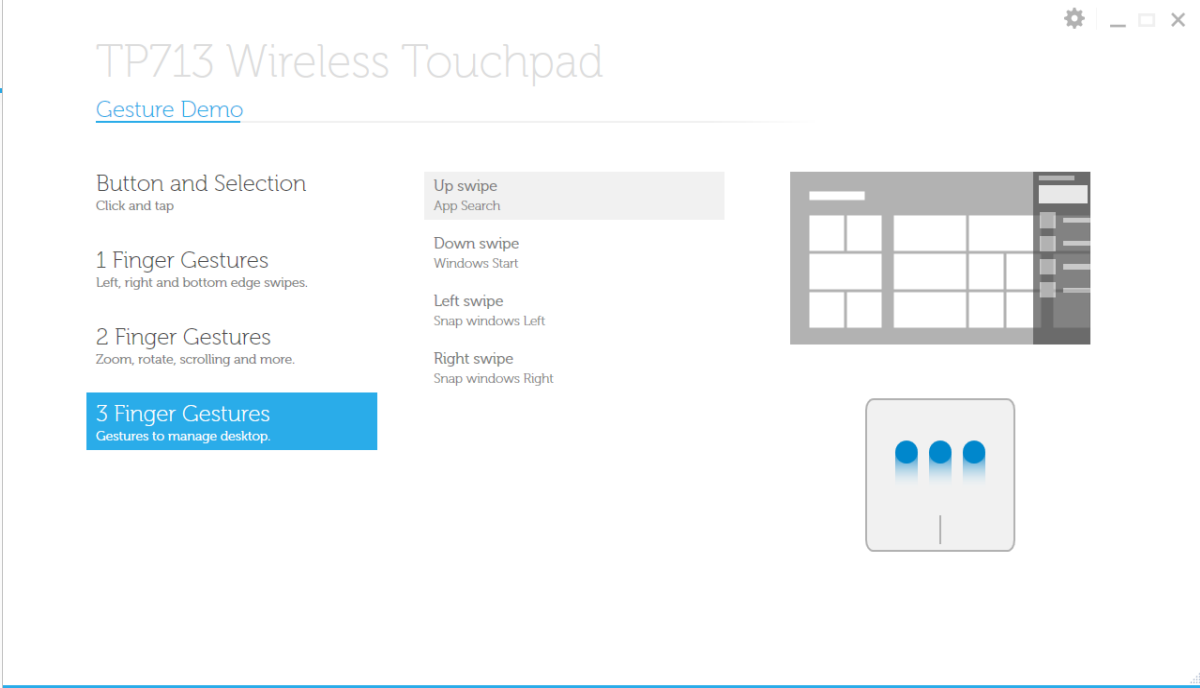
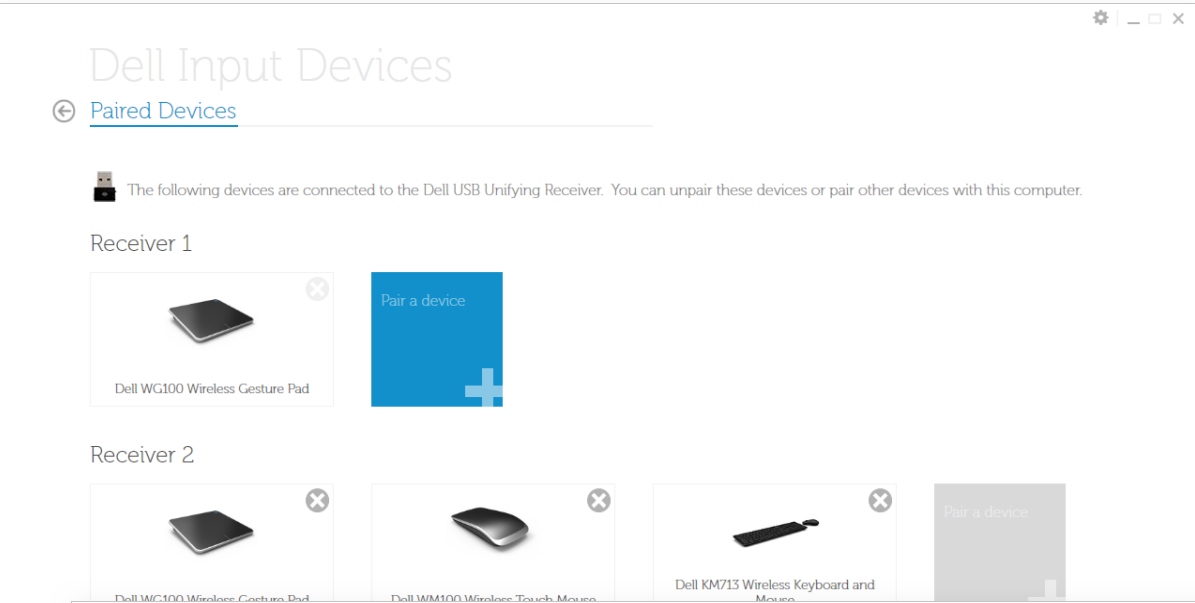
UX Involvement:

- User research in US and China
- Touch gestures design consistent across different products
- Product UX definitions - hardware and software
- Co-development with engineering team
- User tutorial design: animations and setup guide

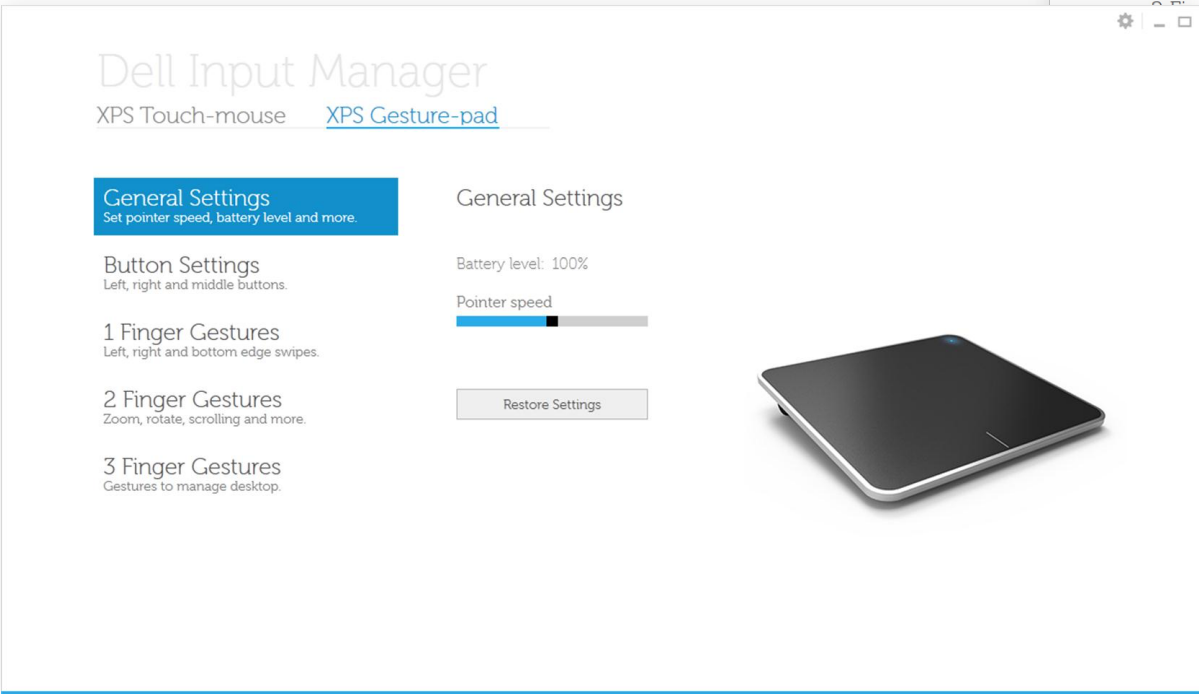
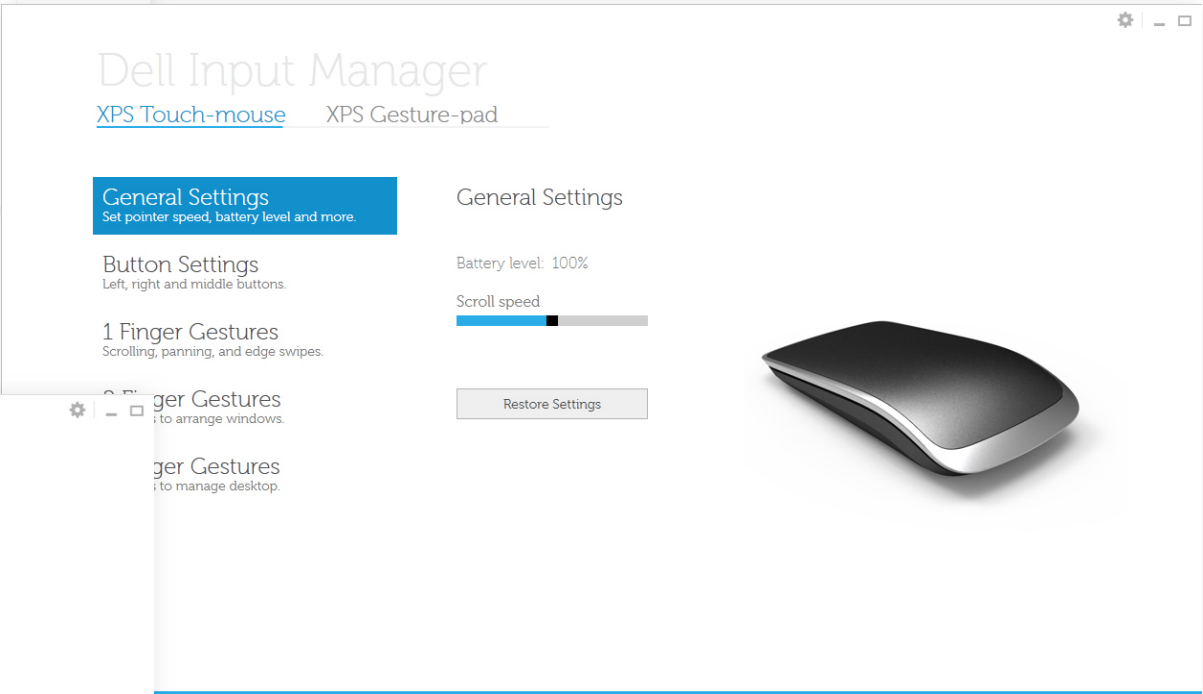


Hardware, Software and Touch

Hi-fidelity wireframes and working prototypes



	Primary Action	Secondary Action	Scroll/Pan	Item Selection	App Switch	Windows Charms	App Bar	Zoom	Rotate
Touch	Tap	Press & hold	Slide drag	Swipe	Swipe left edge	Swipe right edge	Swipe bottom edge	Pinch	2F rotate
Gesturepad									
Mouse									

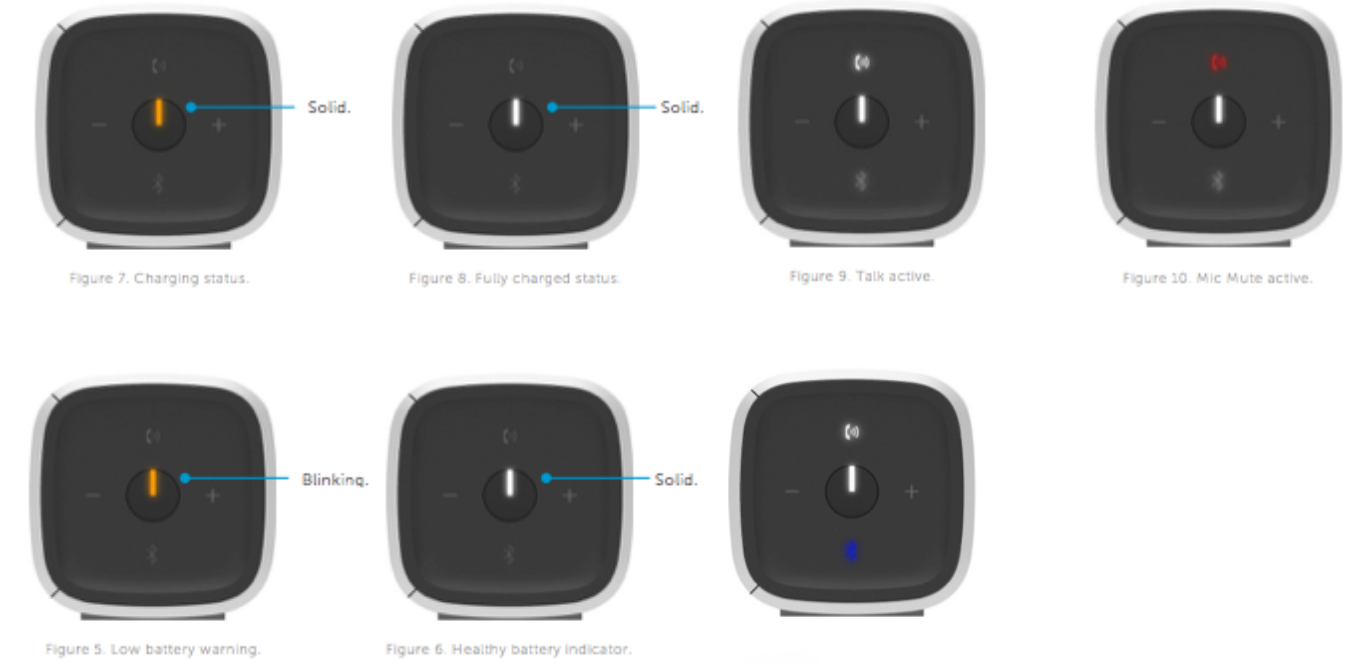
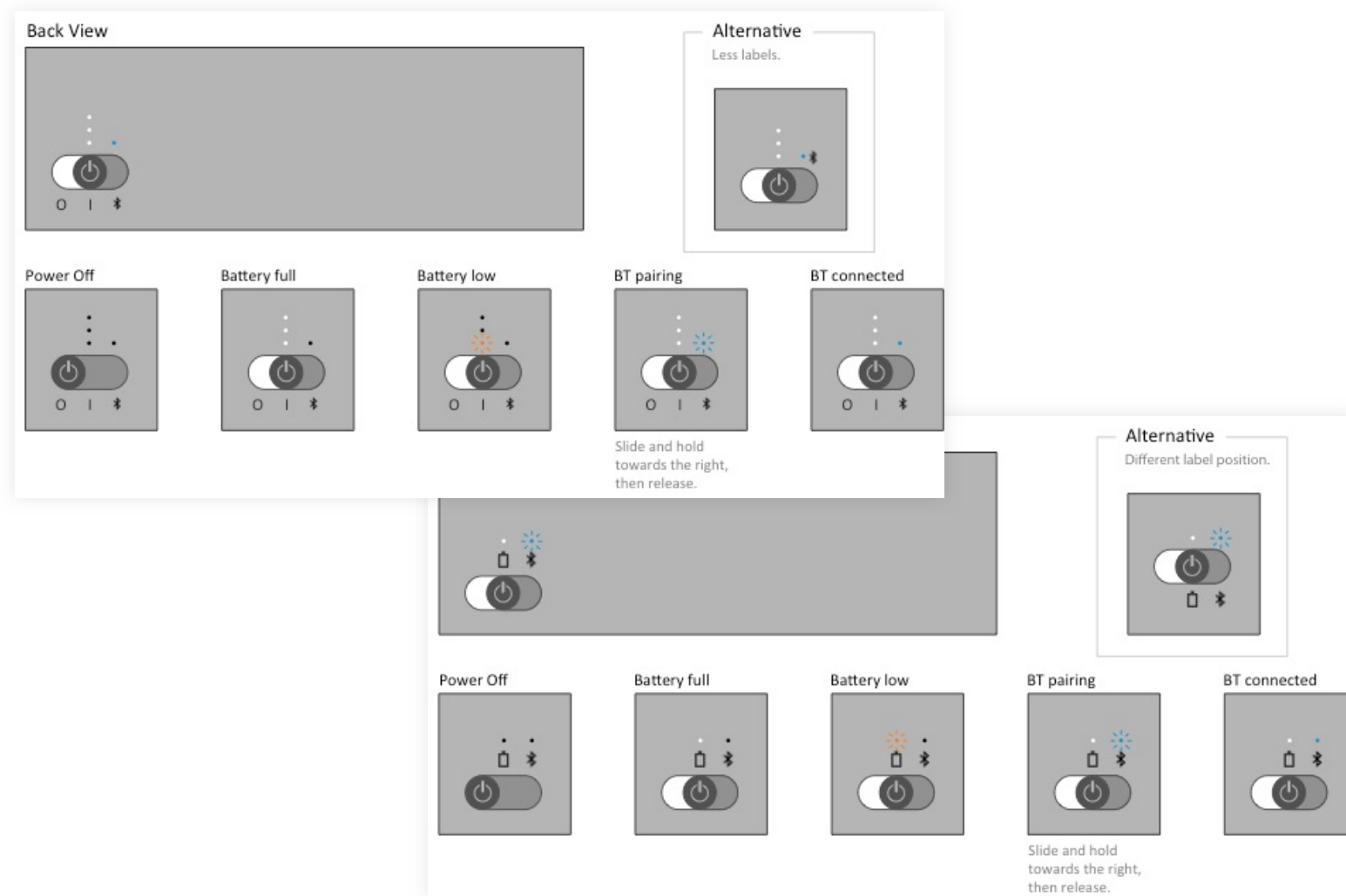


Audio Hardware and UI

Hardware user interface and interaction for audio controls

UX Involvement:

- Co-design with ID for controls definition
- Working with sound designer and engineers for audio tones definition



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