

Education —

Carnegie Mellon University
Expected May 2023
Master of Entertainment Technology
(Computer Graphics)

Art Center College of Design
Sep 2016 - Aug 2020
Illustration (Entertainment Arts)

Tools —

Sketch/Figma
Adobe Creative Suite
Principle
Invision
Maya
Rhino
Sketchup
Solidworks
HTML+CSS

Skills —

Primary research
Secondary research
Wireframing
Prototyping
UI design
User Scenarios
User flows/ journeys
Storyboarding
Data visualization
Digital painting
Illustration
Video Editing

Courses —

User Centered Research & Evaluation
Building Virtual Worlds
Motion Design
Digital illustration
Character Design

Publication —

Art Chosen for Publication by
Celebrating Art Fall 2018 Contest

Experience —

● UI/UX Design Researcher Toyz Electronics, LLC. (Pittsburgh, PA)

Jan 2022 - Present

Working in the team to improve the experience for an educational mobile app. Responsible for delivering wireframes, analyzing usability tests, improving userflow, user interfaces and creating 3D modeling.

Visual Designer Acegent Co., Ltd. (Shanghai, China)

Mar 2021 - Jun 2021

Worked on advertisements and landing product for the company. Designed visuals and developed content on social platforms.

UI Design Intern Trip.com Group BU Department (Shanghai, China)

Jul 2019 - Sep 2019

Responsible for designing advertisements, banners promoting tour information and launch them on the mobile app and web platform. Worked on the splash screen animation on mobile app. Responsible for co-designing advertisements with park/hotel/flight stakeholders.

Art Design Intern Zhengda Himalaya Network Technology Co., Ltd. (Shanghai, China)

Jun 2018 - Aug 2018

Worked on the design, publicity and promotion for the company. Responsible for delivering rough navigation flows, posters, icons, illustrations, banners and landing page layouts.

Project —

UI/UX Designer Boy & Girls Club of Western Pennsylvania (Pittsburgh, PA)

Jan 2022 - Present

Visualized and designed courses for neural networks and self-driving cars. Worked on wireframes, early navigation flows, analyzing usability tests, designing user interface and conduct playtest for WebGL.

2D/3D Artist Building Virtual World (Pittsburgh, PA)

Sep 2021 - Dec 2021

Created 2D assets using photoshop and illustrator.
Created 3D assets using Maya and Unity.