

Sherine Yang

UIUX, Design

<https://www.sherineyangart.com/>

sherine0113@gmail.com

Education —

Carnegie Mellon University
Expected May 2023
MS in Entertainment Technology
(UIUX, Computer Graphics)

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

Tools —

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

Skills —

Primary research
Secondary research
Wireframing
Prototyping
UI design
Human-Centered Design
User Scenarios
User flows/ journeys
Storyboarding
Data visualization
Digital painting

Courses —

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

Publication—

Art Chosen for Publication by
Celebrating Art Fall 2018 Contest

Experience —

● UX Designer · Intern

Ansys Design Business Unit (Canonsburgh, PA)

Aug 2022 - Dec 2022

- Helped with setting up and updating ADL system language for Ansys Discovery.
- Supported UI toolkit infrastructure for Ansys Discovery (3D Product Simulation Software).
- Currently createing icons for Chemkin (Chemistry Simulation Software) and Forte (Compressor and Engine Simulation Software) products.

User Experience Designer · Intern

Tandem Diabetes Care Data Science Department (San Diego, CA)

June 2022 - Aug 2022

- Worked with the rapid prototyping team to define the experience and inform decisions for type 2 diabetes educational features that will be added in mobile app.
- Responsible for designs, develops, and tests data visualizations through **15+ mockups and 10+ prototypes**.
- Participated in **25+** interviews, earned more thanf **80% positive feedback** from patients and educators by participating in the A/B testing with PMs and Devs.
- Summarized and analyzed the testing data, did a monthly report to other departments to get feedbacks.

UI/UX Design Researcher · Part-time

Toyz Electronics (Swartz Center for Entrepreneurship) (Pittsburgh,PA)

Jan 2022 - May 2022

- **60% research and 40% design** on the development of an educational mobile launched in App Store - E-learning Steam courses for teenagers.
- Responsible for delivering wireframes, analyzing usability tests, improving userflow, user interfaces and creating in-game 3D modeling.

UI Designer · Intern

Trip.com Group BU Department (Shanghai, China)

Jul 2019 - Sep 2019

- Created **60+ advertisements, 5+ banners** promoting tour information and launch them on the mobile app and web platform, which increased the user clickable rate by **46.3%**
- Worked on the splash screen animation on mobile app and successfully launched **6 new features**.
- Responsible for co-designing advertisements with park/hotel/flight stakeholders.

Project —

UI/UX Designer

Boy & Girls Club of Western Pennsylvania (Pittsburgh, PA)

Jan 2022 - May 2022

- Worked closely with client BGCWP stakeholders to visualiz and design courses for neural networks and self-driving cars in a easier teaching & learning way.
- Led the UX design process, including ideations, creating wireframes, user flows. Conduct playtest with 40+ participants for WebGL game, and analyzing data results.

Product Designer

Building Virtual World (Pittsburgh, PA)

Sep 2021 - Dec 2021

- Built up **5 immersive experiences on AR/VR platforms** which attracted more than **200+ viewers** during the ETC festival.
- Implemented projects successfully through prototyping, development and collaboration with artists and programmers
- Maintained strong team dynamics among members from varied creative perspectives and different backgrounds.