

Sherine Yang

UI/UX, Design

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Education —

Carnegie Mellon University
Sep 2021 - May 2023
MS in Entertainment Technology
(UI/UX, 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
Builiding Virtual Worlds
Motion Design
Digital illustration
Intro to Maya

Publication—

Art Chosen for Publication by
Celebrating Art Fall 2018 Contest

Experience —

UX Designer · Full-time

OKX Trading Team (Remote)

a secure online platform for buying, selling, transferring, and storing cryptocurrency
July 2023 - Now

- Responsible for refining the user flow of the copy trading page, adding specific functionalities to assist users in filtering high-quality traders, and increasing user trading volumes.
- Responsible for optimizing copywriting, enhancing and refining system notification functions to reduce user comprehension costs.
- Collaborating closely with developers and pms, conducting A/B testing before the launch to guarantee the post-release product quality.

UX Designer · Intern

Ansys Design Business Unit (Canonsburgh, PA)

a 3D simulation software company
Aug 2022 - Dec 2022

- Helped with setting up and updating Ansys Design Language for Ansys Discovery using DFX.
- Supported UI toolkit infrastructure for Ansys Discovery (3D Product Simulation Software).
- Helped with designing the button components and overlay using Figma.
- Created 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)

a global insulin delivery and diabetes technology company
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)

an EdTech company dedicated to cultivating a diverse workforce for the future
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/UX Designer · Part-time

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

a national organiation with local chapters offering voluntary after-school programs for youth
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 anaylazing data results.