

Education —

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

Art Center College of Design
Sep 2016 - Aug 2020
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
User Scenarios
User flows/ journeys
Storyboarding
Data visualization
Digital painting
Illustration

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 —

● User Experience Design Intern Tandem Diabetes Care (San Diego, CA)

May 2022 - Present

Designs, develops, and tests data visualizations through mockups and prototypes, iteratively refines user interface.
Effectively communicate conceptual ideas and the specifics of user-centered design process, supports data story telling.

UI/UX Design Researcher Swartz Center for Entrepreneurship (Pittsburgh,PA)

Jan 2022 - May 2022

UIUX design for Toyz Electronics (startup at CMU Swartz Center for Entrepreneurship). 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.

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.

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

Jun 2018 - Aug 2018

UIUX design for Toyz Electronics (startup at CMU Swartz Center for Entrepreneurship). 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.

Project —

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

Jan 2022 - May 2022

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

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

Sep 2021 - Dec 2021

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