

Education —

Carnegie Mellon University
Expected May 2023
Master of Entertainment Technology
(UI/UX, 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 Research & 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

- Upcoming Internship

● User Experience Designer · Intern

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

May 2022 - Aug 2022

- Responsible for designs, develops, and tests data visualizations through mockups and prototypes, mainly focus on type 2 diabetes education on mobile/web side to improve user experience of the product.
- Conducted interviews and mock-up production process with users/patients, summarized and analyzed data.
- Optimized user experience by collaborating with developers.

UI/UX Design Researcher · Part-time

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

Jan 2022 - May 2022

- Conducted research and product development for the new ToysSteam App by collaborating with internal shareholders.
- 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

- 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 Designer · Intern

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

Jun 2018 - Aug 2018

- Responsible for internal poster design, promotion and publicity activities.
- 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 - May 2022

- 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.