

CONTACT

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HARD SKILLS

UX/UI/Service Design:

UX Research & Design,
Data Visualization & Analysis,
User Interface Design,
Prototyping

Adobe Softwares:

Photoshop, Illustrator,
InDesign, Premiere Pro,
After Effects, Adobe XD

Coding Skills:

P5.js, Processing,
Arduino,
Html & CSS

AR, VR & 3D Modeling:

Autodesk Maya,
Unreal Engine,
Blender, Houdini

Other Softwares:

Touchdesigner, Glyphs,
Google Doc & Slides,
Sketch, Figma

SOFT SKILLS

Ideation & Creativity
Critical Thinking
Hardworking
Collaboration
Sustainability
Self Motivation

LANGUAGE

English (Professional)

Chinese (Native)

EDUCATION

Master's Degree in Integrated Design & Media Sep. 2021 — May 2023

New York University Tandon School of Engineering

BFA in Graphic Design Sep. 2018 — May 2021

California College of the Arts

WORK EXPERIENCE

UX/UI Internship July. 2023 — Present

IntelliPro Group

- Participate in user research and interaction designs
- Translate user stories and business requirements into effective designs
- Design sitemap, wireframes prototypes and UI
- Make upgrade UI design and adjustments for the Website and projects

Graduate Research Assistant Sep. 2022 — May 2023

New York University

Supervisor: Prof. Tega Brain

- Provided support and training to students in Riso printing
- Assisted with visual design work and front-end coding for various department research projects, including:

FloodNet project:

Designed and printed posters for the Data Deluge event
Created social media cards promoting the FloodNet project on platforms like Twitter and Instagram.

Solar Protocol project:

Developed social media cards and motion graphics for the Solar Protocol project on Twitter, Instagram, and other platforms.

Produced website animations and motion graphics and front-end coding support for the project.

Thinking with Moss:

Utilized Artec 3D scanner to perform 3D scanning of moss specimens at the New York Botanical Garden.

Visual Design Internship Feb. 2021 — May 2021

Tencent (Beijing)

- Produced 10-20 pieces of engaging visual content per week for new TV shows, movies, and animations, utilizing Adobe Illustrator and Photoshop.
- Achieved an average viewership of 2k-5k for each poster

Brand Identity Design (Freelance) May. 2021 — Aug 2021

7090 Craft Beer Shop (Hebei)

- Designed visually appealing menus, posters, motion graphics, coupon tickets, stickers, and invitation tickets.
- Utilized Adobe Illustrator and Photoshop to craft social media posters and business cards.
- Leveraged Adobe After Effects to design captivating motion graphics and TikTok shorts.

EXHIBITION & AWARD

SFK "Future Thought" Exhibition at 798 ArtDist Beijing Mar. 2021

"Laofengxiang Cup" The 15th Shanghai Tourism Commodity Design Competition Feb. 2021