

CONTACT

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HARD SKILLS

UX/UI/Service Design:

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

UX/UI Skills:

Figma, Design system,
Google Doc & Slides,
User journey, Persona,
Competitor analysis

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

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 Designer Nov. 2023 — Present
Artisk Inc.

- Actively contributed to the UX/UI design in the new Artisk project development.
- Master the Design System and seamlessly integrate it into the project production process
- Actively engaged in UI design for the initial version of mobile application and website.

UX/UI Internship July. 2023 — Oct. 2023
IntelliPro Group

- Conducted user research and translated user stories into effective design solutions.
- Designed and improved UI to enhance user experiences across diverse projects.
- Worked closely with front-end developers and product managers to enhance website user experiences and satisfaction.

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

EXHIBITION & AWARD

SFK "Future Thought" Exhibition at 798 ArtDist Beijing Mar. 2021
"Laofengxiang Cup" The 15th Shanghai Tourism Commodity Design Competition Feb. 2021