

CONTACT



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liyixun.design



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HARD SKILLS

UX/UI/Product Design:

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

UX/UI Skills:

Figma, Design system,
Material UI, User-Centered,
User journey, Persona,
Usability Testing

Adobe Softwares:

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

Coding Skills:

JavaScript, Java,
C and C++,
Html & CSS

Virtual Production:

Unreal Engine,
Autodesk Maya,
Blender, Houdini

SOFT SKILLS

Self Motivat
Fast Learner
Ideation & Creativity
Responsibility
Hardworking
Collaboration
Work Ethic

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.AI

- Actively contributed to the UX/UI design in the new Artisk project development.
- Developed and maintained a visual design system in Figma and seamlessly integrated it into the project production process.
- Actively engaged in UI design for the initial version of the mobile application and website.
- Worked closely with developers to ensure that designs were implemented accurately.

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

- Conducted user research and translated user stories into effective design solutions.
- Designed and improved interface to enhance user experiences across diverse projects.
- Worked closely with 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 for Prof. Brain's course [Print and Code](#)
- Assisted with visual design work and coding for various department research projects, including:
 - [FloodNet project](#):
 - Designed and printed posters for the Data Deluge event
 - Created social media cards promoting the project on platforms like Twitter and Instagram.
 - [Solar Protocol project](#):
 - Designed social media cards and motion graphics for the project on Twitter, Instagram, and other platforms.
 - Produced website animations, 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

- 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