Isabel Yi Pe-Yi

UX DESIGN INTERSHIP

(412) 613-5608

SKILLS

pyi@andrew.cmu.edu isabelyi.com



User Research, Conceptualizing, Story Boarding, Wire Framing, Prototyping, Visual Design, Interaction Design, Exhibition Curating, Projection Mapping, Production and Management

ACADEMIC PROJECTS

CO-PRODUCER, DESIGNER

STEAMineer / Immersion Project / ETC / Spring 2020

- Participate in research, concept development, fabrication, prototyping and playtesting
- Publish and maintain project website; Communicate with advisors and coordinate the team

2D & 3D ARTIST

Building Virtual Worlds / Course Project / ETC / Fall 2019

- Participated in design and creation of five virtual worlds with crossdiscipline teams, each completed in less than three weeks; prototyped and iterated "worlds" rapidly
- Designed 3D models, 2D characters, and user interface for various platforms (Magic Leap, HTC Vive, Valve Index projects, Jam-O-Drum, Kinect)

EXPERIENCE DESIGNER

Impression / Graduation Project / DCT / Sep 2018 - May 2019

- Created a located-based experience with an eight-person team; iterated in seven months
- Designed the key visual graphics of the logo, poster, half sheet, and interfaces
- Participated in fabrication process for project interactive components
- Curated the exhibiting area; designed the experience through the exhibit

PERSONAL PROJECTS

DESIGNER

Masal / Walt Disney Imagineering Design Competition 2020 / Semi-Finalist

- Created the located-based themed installation with a four-person team, prototyped and developed concepts
- Researched the history and analyzed to incorporate key elements of the location into the installation
- Designed the key visual graphics and participated in 3D model prototyping

EDUCATION

Master of Entertainment Technology / Carnegie Mellon University, Pittsburgh, PA / Exp. May 2021

B.A. Turkish & B.S. Digital Content and Technology / National Chengchi University, Taiwan / Jun 2019

RELEVANT COURSES

Experience Design, Human-Computer Interaction Design, Interactive Installation Design, Building Virtual World

TOOLS

MS Office Word, Excel, PowerPoint / Adobe AI, PS, PR, AE / 3D Maya / Substance Painter / Procreate / Figma / Miro / Coggle / SketchUp / Processing / Arduino / HeavyM / Slack / Trello

EXPERIENCE

Research Assistant / Ministry of Science and Technology / Taiwan 2018 – 2019

Intern of Advertising Department, Harper's Bazaar, Hearst Cooperation Mar - Jun 2018