

QIWEN LEI

Designer; Product, UI/UX, Mixed Reality

- www.qiwenlei.com
- qlei@andrew.cmu.edu
- 773-431-6700

EDUCATION

Carnegie Mellon University

2021-2023 | Pittsburgh, PA
Master in Entertainment Technology
(Computer Graphics)

School of the Art Institute of Chicago

2017-2021 | Chicago, IL
BFA in Visual Communication Design

TOOLS

Figma	Adobe Creative Suite
Sketch	Procreate
Maya	HTML/CSS
Cinema 4D	JavaScript
Unity 3D	Python

SKILLS

UI/UX

Design Thinking
Information Architecture
Primary & Secondary Research
Prototyping
Usability Testing
User Flows
User Journey Map
User Persona
User Scenarios
Stakeholder Map
Wireframing

Graphic Design

Book Design
Brand Design
Editorial Layout Design
Logos Design
Typography Design
User Interface Design
Web Design

2D & 3D Art

Illustration (Traditional & Digital)
Sculpture & Installation
3D Modeling

EXPERIENCE

AMATELUS | UI & UX Designer (Academic Project)

Tokyo, Japan | Sep, 2022 - Present

- Explored three possibilities of collaborating AMATELUS' SwipeVideo Technology with education, entertainment, and social
- Designed UI and UX for each idea and made interactive prototypes based on 1st-hand and 2nd-hand research results of the possible collaborations
- Refined designs based on client feedback and user testing results
- Documented the design process and discovered results to AMATELUS to help them decide whether to further develop each idea

DiDi Global - DiDi Food | UI & UX Designer Intern

Beijing, China | May, 2022 - Aug, 2022

- Refined the UI & UX of the DiDi Food restaurant page (ToC) after analyzing user feedback, questionnaire results, testing data, and competing products
- Hosted three monthly meetings of DiDi Food China + DiDi Food México, updating design progress and discussing the global design tendency

Blue Stream Farms | Visual Designer & Producer (Academic Project)

Weirton, WV | Jan, 2022 - Jun, 2022

- Designed an AR experience aiming to engage and educate high school students about the aquaponics system
- Collected and analyzed data from 6 rounds of user testing, including interviews, surveys, speak-aloud, contextual inquiry, etc.

Carnegie Mellon University | AR/VR 2D & 3D Artist, Sound Designer

Pittsburgh, PA | Sep, 2021 - Dec, 2021

- Designed and refined 5 engaging game experiences using AR, VR, and eye-tracking technology with Unity
- Drew storytelling illustrations to introduce the game background to players
- Composed and edited all soundtracks matching each game theme

China Academy of Railway Sciences | Art Editor Intern

Beijing, China | Jul, 2020 - Jun, 2021

- Designed a logo for TICSCR (Sichuan-Tibet Railway Technology Innovation Center Corporation Limited) and cooperate with colleagues from other departments by giving and receiving feedback
- Designed a new version of the company's official website
- Participated in the process of pre-planning, filming, and post-editing of a railway documentary

International Students Association at St. Lawrence University | Vice-President

Canton, NY | Nov, 2017 - May, 2019

- Planned the Spring Festival Gala and a series of cultural exchange activities.
- Sought sponsors from different companies

EXHIBITION

2020 - The School of the Art Institute of Chicago Undergraduate Exhibition | Chicago, IL | Victim and Suspect (Interactive Installation)

2018 - Richard F. Brush Art Gallery | Canton, NY | Solo Art Exhibition