

## EDUCATION

### Carnegie Mellon University

Entertainment Technology Center  
Master of Entertainment Technology  
Pittsburgh, PA | Expected May 2021

*Related courses:*

Interaction Design Overview  
Visual Story  
Building Virtual Worlds

### Boston University

College of Communication  
B.S. in Communication - Advertising  
Boston, MA | May 2018

*Related courses:*

Design New Media  
Communication Research  
Color & Composition  
New & Traditional Media Strategies

## SKILLS

### Software

Adobe Creative Suite  
(XD, Ps, Ai, Id, Ae, Pr, Dw)  
Sketch | InVision | Figma  
Keynote | Microsoft Office Suite  
Maya | Unity | Substance Painter  
HTML | SPSS | Qualtrics  
Perforce | Trello

### Design

UX/UI Design | Interaction Design  
Visual Design | Conceptual Design  
User Flow | User Journey  
Storyboarding | Wireframing  
Rapid Prototyping | Logo Design  
Mobile Design | Web Design  
Ad Campaign | 3D Modeling

### Research

UX Research | Interview Design  
User Personas | Survey Design  
Communication Analysis

### Languages

English | Mandarin | Cantonese

## INTERESTS

UX/UI Design  
Product Design  
Advertising  
Travel

## ACADEMIC PROJECTS

### Coffee Shop Responsive Website, Carnegie Mellon University

#### UX/UI Designer

Feb 2020 - Present

- Design a responsive website to provide a better coffee shop experience on campus.
- Conduct user research to discover the needs of people who purchase food on campus, and then develop personas, scenarios, and storyboards.
- Create wireframes and run usability testings in the form of high fidelity mobile and desktop prototypes to refine the design.

### IF (Interactive Fashion), Carnegie Mellon University

#### UX and Interaction Designer

Jan 2020 - Present

- Design and develop an interactive project about e-textiles and wearable technology for the client Children's Museum of Pittsburgh.
- Develop user research, user flow diagrams, and prototypes to design the interactions for youth, ages 10 and up, and adults.
- Collaborate with software and hardware developers in the team.
- Conduct iterative playtests to improve UI and experience design.

### Building Virtual Worlds, Carnegie Mellon University

#### UI Designer and 3D Artist

Aug - Dec 2019

- Designed prototypes and developed 5 interactive VR and AR games with programmers and sound designers quickly in 1 to 3 weeks.
- Created UI, scene designs, art assets, 3D models, textures, and animations.

### Mockup Lululemon Advertising Campaign, Boston University

#### Art Director

Oct - Nov 2017

- Brainstormed creative ideas and created 3 concepts to overcome targeted client Lululemon's challenge that perceived as a women's brand.
- Designed wireframes, storyboards, headlines, and print advertisements
- Delivered campaign presentation to feature the technology of the clothing line to attract and develop a stronger male consumer base.

### Vehicle Sharing Usage, Boston University

#### Researcher

May - June 2017

- Conducted research and constructed data analysis on 100 survey results to discover the influential variables affecting students' usage of Zipcar.
- Proposed recommendation report to Zipcar to attract and develop a stronger student customer base.

## RELEVANT EXPERIENCE

### Checksum Technologies

Boston, MA

#### UI/UX Designer (Contract)

Sep - Oct 2018

- Redesigned the existing website interface to improve navigation, enhance visuals and strengthen usability for the Ecommerce business.
- Developed wireframes, low and high-fidelity prototypes.

### FYPM Group

Boston, MA

#### Research and Development Intern

Jan - May 2018

- Assisted the supervisor in designing the interface and user experience for a developing social media app, Scale.
- Researched the mentoring programs and defined the market audience.
- Maintained weekly contact lists and followed up with mentorship programs.