Sherine Yang
UIUX, Design

https://www.sherineyangart.com/
sherine0113@gmail.com

Education —

Carnegie Mellon University
Expected May 2023
MS in Entertainment Technology
(UIUX, Computer Graphics)

Art Center College of Design
Sep 2016 - Aug 2020
BFA in Illustration (Entertainment Arts)

Tools —

Sketch/Figma/Axure
Adobe Creative Suite
Microsoft Suite
Principle
Invision
Maya
Rhino
Sketchup
Wordpress
Solidworks
HTML+CSS

Skills —

Primary research
Secondary research
Wireframing
Prototyping
UI design
Human-Centered Design
User Scenarios
User flows/ journeys
Storyboarding
Data visualization
Digital painting

Courses —

User Centered Resesarch & Evaluation
Service Design
Builiding Virtual Worlds
Motion Design
Digital illustration
Character Design

Publication—

Art Chosen for Publication by
Celebrating Art Fall 2018 Contest

Experience —

UX Designer · Intern
Ansys Design Business Unit (Canonsburgh, PA)
Aug 2022 - Dec 2022
- Helped with setting up and updating Ansys Design Language site for Discovery using DFX.
- Supported creation of new visual assets in Desktop UI Toolkit for Ansys Discovery.
- Helped with designing the button components for the Ansys Design System using Figma.
- Assisted with the creation of high-fidelity visual designs and assets for Discovery.
- Created icons for Chemkin and Forte products.

User Experience Designer · Intern
Tandem Diabetes Care Data Science Department (San Diego, CA)
June 2022 – Aug 2022
- Worked with the rapid prototyping team to define the experience and inform decisions for type 2 diabetes educational features.
- Responsible for designs, develops, and tests data visualizations through **15+ mockups and 10+ prototypes**.
- Participated in **25+** interviews, earned feedback from patients and educators by participating in the A/B testing with PMs and Devs.
- Summarized and analyzed the testing data, did a monthly report to other departments to get feedbacks.

UI/UX Design Researcher · Part-time
Toyz Electronics (Swartz Center for Entrepreneurship) (Pittburgh,PA)
Jan 2022 - May 2022
- **60%** **research and 40%** **design** on the development of an educational mobile launched in App Store - E-learning Steam courses for teenagers.
- Responsible for delivering wireframes, analyzing usability tests, improving userflow, user interfaces and creating in-game 3D modeling.

UI Designer · Intern
Trip.com Group BU Department (Shanghai, China)
Jul 2019 – Sep 2019
- Created **60+ advertisements, banners** promoting tour information and launch them on the mobile app and web platform.
- Worked on the splash screen animation on mobile app and successfully launched new features.
- Responsible for co-designing advertments with park/hotel/flight stakeholders.

Project —

UI/UX Designer
Boy & Girls Club of Western Pennsylvania (Pittsburgh, PA)
Jan 2022 – May 2022
- Worked closely with client BGCWP stakeholders to visualiz and design courses for neural networks and self-driving cars in a easier teaching & learning way.
- Led the UX design process, including ideations, creating wireframes, user flows. Conduct playtest with 40+ participants for webGL game, and anaylazing data results.

Product Designer
Building Virtual World (Pittsburgh, PA)
Sep 2021 – Dec 2021
- Built up **5 immersive experiences on AR/VR platforms** which attracted more than **200+ viewers** during the ETC festival.
- Implemented projects successfully through prototyping, development and collaboration with artists and programmers
- Maintained strong team dynamics among members from varied creative perspectives and different backgrounds.