YIFAN DENG
User Experience Designer

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EDUCATION

Carnegie Mellon University

Entertainment Technology Center（ETC）

Master of Entertainment Technology

May 2021 | Pittsburgh, PA

South China University of Technology

School of Design

Bachelor of Engineering in Industrial Design (Information and Interface)

July 2019 | Guangzhou, China

Loughborough University

Exchange Study of Design

August 2017 | Loughborough, UK

Relevant Coursework

User Experience Design, Virtual Reality Technology, User Research, Information and Interactive Interface Design, Visual Communication Design

SKILLS

Application

Axure | Sketch | Flinto | Adobe Photoshop | Adobe Illustrator | Adobe Premiere Autodesk | Alias | Autodesk Maya | Rhino | Keyshot | Blender | Substance Painter | Unity

Design

Research | Prototyping | Iteration | Wireframes

Programming

HTML | JavaScrip | C#

Language

Chinese (native) | English (fluent) | Cantonese (fluent)

EXPERIENCE

IFLYTEK CO., LTD   **UX Designer Intern**

August 2018 | Guangzhou, China

• Created wireframes for user testing, collecting and analyzing user feedback
• Collaborated with the developer and technical people to optimize the user experience of products

TEDx SCUT   **Graphic Designer**

February 2019 | Guangzhou, China

• Designed graphic promotion material for TED conferences
• Participated in topic planning for two TEDx conferences
• Invited local designer to give lectures in TEDx conferences

ACADEMIC PROJECTS

Building Virtual World（ETC）   **3D Artist& Producer**

Fall 2019 | Pittsburgh, PA

• Created games in one/two weeks with 4 or 5 new teammates which honed teamwork s
• Utilized VR/MR equipment including HTC Vive and Leap Motion to create immersive experiences with Agile development
• Responsible for scene design, building 3D models, and participated in game design and experience design

Team Gold Award in 2018 Solar Decathlon China

Web Designer

Fall 2018 | Guangzhou, China

• Designed a promotion website for LONG HOUSE project including information structure, interaction flow, visual design, and prototyping

iBirth Mobile Capsule Baby Nursing Room Project

UX Designer

Spring 2018 | Guangzhou, China

• Finished in-depth user research by gathering quantity and quality data
• Responsible for the overall system and service design, in order to improve the experience of sharing baby nursing Room
• Designed UX and UI for APP independently and participated in product design
• Awarded two patents