

# JIAXIN WEN

UI/UX Designer & Visual Designer

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## EDUCATION

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**Carnegie Mellon University, Entertainment Technology Center, Pittsburgh** **Aug. 2016 to May. 2018**  
**Master of Entertainment Technology**

Relevant courses: Building Virtual Worlds, Visual Story, Improvisational Acting, Game Design

**Sun Yat-sen University, China** **Sep. 2012 to Jun. 2016**  
**Bachelor of Arts: Creative Media**

Relevant courses: User Interface Design, User Experience Analysis and Interaction Design, Graphic Design

## SKILLS

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### UX and Design:

Research, Competitive Analysis, Wireframe, Prototype, User Test, Mobile Design, Visual Design, Game Design, Branding, Html, CSS

### Softwares:

Photoshop, Illustrator, Axure RP, After Effect, InDesign, Premier, Unity, Autodesk Maya, Microsoft Office

## EXPERIENCE

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**User Interaction Design Intern, NetEase Games Company, China** **Nov. 2015 to Apr. 2016**

- Served as an Interaction Designer in X11 MMORPG game project
- Created wireframes and user flows, prototyped ideas with high/low prototypes
- Conducted cognitive walkthrough to evaluate the usability of the game
- Assisted programmers in the implementation of UI components

**Graphic User Interface Design Intern, VIADNA UX Consulting Company, China** **Apr. to Sep. 2015**

- Created and executed a consistent visual design, aesthetics and standards for mobile phones in Actom Ace Mobile Phone Design project
- Designed new User Interface for Intelligent TVs maintaining the brand integrity in TCL Smart TVs Design project

**Interaction Designer, Digital Media Research Center of Sun Yat-sen University** **July 2014 to Jan. 2015**

- Started as an Interaction Designer focusing on creating interactive experience to help instructors present concepts of Interaction Design in a more intuitive as well as efficient way

## PROJECTS

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**Building Virtual Worlds, artist and producer, ETC** **Aug. to Dec.2016**

- Participating in the design and creation of five virtual worlds, each completed in less than three weeks with different four-person teams
- Using Mobile devices, Web, Unity, HTC Vive, Oculus Rift, Leap Motion & Microsoft HoloLens as platforms
- Developing skills of communication, teamwork, rapid prototypes and iteration

**Nanyue, Academic Project, Mobile APP** **May to Jun. 2016**

- Created a mobile interactive narrative experience to help young students to understand the history of West Han Dynasty Nanyue Kingdom
- Involved in ideation, research, competitive analysis, UX flows and interfaces design based on mobile devices in a three-person team.