

# Randi Ouyang

## UX Designer

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### Education

#### **Carnegie Mellon University**

Master of Entertainment Technology

*Aug. 2022- Expected May 2024*

Pittsburgh, PA

#### **Tsinghua University**

Bachelor of Fine Arts - Product Design (Textile Design)

*Sept. 2016-July 2020*

Beijing, China

### Skills & Tools

	<b>Design:</b>	<b>Prototyping:</b>
UI/UX Design	Figma	InVision
Production Design	Maya	Axure
Textile Design	Unity	
Rapid Prototyping	Spine	
User Research	Substance Painter	

### Experience

#### **NanZhai Studio**

*Dec. 2020-Jun.2022*

Product Manager and UI Designer

- Designed UI for “The Crow” demo to be released end of 2022
- Designed part of game mechanics for “The Crow”
- Recorded and supervised production progress of the game
- Finished the scene and environment design

#### **TSINGHUAWU (Beijing) Cultural and Creative Media Co., Ltd.**

*Feb. 2018-July 2019*

One of the founders and Designer

- mainly responsible for conducting design and supervising
- set up the company slogan
- participated in design projects and finished 2 series of campus souvenir design for Tsinghua Uni.

### Projects

#### **Official Website Improvement Plan of Academy of Arts & Design, Tsinghua Uni.**

*May-June 2019*

- Designed flow chart and website structure
- Finished interface design

#### **Metal Con-duck-tor 2D eye tracking rhythm game**

*Oct. 2022*

- Designed game mechanic
- Designed interface
- Finished 2D art assets