JIAYANG ZHANG

412-277-3534
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UX/UI Designer (full-time)
https://www.jiayang.work/

EDUCATION

Carnegie Mellon University, Entertainment Technology Center
Class of 2018
Master of Entertainment Technology, Interactive Storytelling

Renmin University of China
Class of 2016
BE Computer Science and Technology

SKILLS

Interaction & visual design
Photoshop, Illustrator, After Effects, Sketch, InVision, rapid prototyping, Arduino
Front-end development
JavaScript, HTML, CSS, Node.js, SQL, Git, React, Unity, Unreal
3D art
Maya, Mudbox, Sculptris

EXPERIENCE

Oculus   User Experience Design Intern
Pittsburgh Jan 2018 – present
Designing interactive VR experiences to demonstrate the lab research on Computer Graphic. Responsible for UI/UX design, evaluation, and user testing. Rapid prototyping with Unity and Unreal.

National High School Game Academy   Art Teaching Assistant
Pittsburgh Jun – Aug 2017
Coordinated with faculty members to teach students about the game industry and development. Delivered lectures and workshops on art fundamentals, UI & UX design and playtesting.

Kaizor Innovation   User Research Intern
Beijing Feb – Jul 2016
Throughout multiple projects, assisted in user interviews. Created persona and experience maps. Conducted market research and deep analysis of data. Generated research reports, which served for business decisions.

YAY Media Labs   UX Designer & Frontend Developer
Beijing Sep 2013 – Sep 2015
Redesigned product features through iterations of wireframing and rapid prototyping. Created the product website and tools using Node.js, Backbone, and customized framework.

ACADEMIC

Tada, Electronic Arts   UX Designer & Frontend Developer
Redwood City, Sep 2017 – Jan 2018
Designed and visualized EA's in-game and user-generated data. Owned the frontend with Node.js and React. Integrated 3rd party visualization libraries and customized interactions. Responsible for user research and UI/UX design.

PlastAR, Carnegie Museum of Art   Lead Product Designer
Pittsburgh Jan – May 2017
Designed experience and interfaces for an AR application on Google Tango. Conducted user research including surveys, focus groups, user interviews and field studies. Developed prototypes and mockups in various fidelity. Led rounds of usability tests and data analysis.