

Jingyuan Fang

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SKILLS

UX/UI

Adobe XD
Protopie
Photoshop
Illustration
Indesign

Design

Interaction design
Game design

Wareframing
Prototyping
Data Visualization
User Flow
Storyboarding

User Persona
Concept Mapping
Usability Testing

2D/3D Artist

MAYA
Substance Painter
Solidworks
Keyshot
Procreate

Coding

HTML | CSS
JavaScript
Arduino
Unity

EDUCATION

Carnegie Mellon University

Master of Entertainment Technology | 2021.8 - Expected 2023.5

Beijing University of Technology

Bachelor of Engineering in Industrial Design | 2020.7

EXPERIENCE

Game Interactive Designer

| Internship

Netease | 2020.10-2021.6

- Worked as game UX designer for mobile game Wangchang (shipped March 2021).
- Created wireframes and interactive prototypes in Adobe XD and Protopie.
- Worked with game designer, artists and programmers to design user-centered game experience.
- Created panels and made UI prefabs in Unity.
- Tested new systems and functions in the game and solved bugs after testing.

UI Designer

| Internship

Tencent (Beijing) | 2019.11-2020.2

- Designed and iterated game logos showed on the beginning of Tencent games.
- Worked with PM and 2 designers to help address the UI problems showed on games.

Assistant Product Manager

| Internship

Explore Future Technology (Beijing) | 2017.1-2017.10

- Worked closely with the project manager to design products used in social space.
- Designed research strategies that helped identify core user needs for city party.
- Helped project manager contact with factories and followed model process.

RECENT PROJECTS

Project Advisor

Shareable-wearables | 2021.10-Current

- Leading 5 high school students to design wearable devices.
- Helping students learn design process and prototyping.
- Teaching students MAYA and 3D printer to create wearable devices.

3D Artist, Character Animation

Two flew over the ETC Nursing home | 2021.11. 2 - 2021.11.23

- Used Arduino and Unity to create a 2v2 racing experience.
- Designed three main characters and did the rigging for animation.
- Designed game environment and built models in MAYA.
- Created theming plan for the game and invited guests to play in BVW Festival.

2D Artist, UI Designer

How to be a Heartbreaker | 2021.10.12 - 2021.10.18

- Used Tobii Eye Tracker 5 to design an interesting eye tracker game.
- Drew game background in illustration and eye distraction objects in procreate.
- Designed game UI which fit in Eye Tracker world.