

JINYI YE

UI/UX Designer

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www.yeginy.com

(412)-807-9143

EDUCATION

Carnegie Mellon University

Aug 2018–May 2020 | Pittsburgh, PA

Master of Entertainment Technology

Communication University of China

Sep 2014–Jun 2018 | Beijing, China

Bachelor of Digital Media Arts

Nanyang Technological University

Aug 2017–Dec 2017 | Singapore

Interactive Media (Exchange Semester)

SKILLS

Software

- Photoshop
- Illustrator
- Adobe XD
- Sketch
- Maya
- Cinema 4D
- Unity 3D
- Lightroom
- Premiere
- After Effects
- Flash

Research

- Storyboarding
- Prototyping
- Wireframing
- Usability Test
- Data Analysis

Programming

- C / C#
- Java
- HTML+CSS
- JavaScript

AWARDS

CCTV Scholarship

Communication University of China
2017 | Top 2%

Merit Student

Communication University of China
2017 | Top 15%

WORK EXPERIENCE

ServiceLink Services, LLC | UX Design Intern

Jun 2019–Aug 2019 | Pittsburgh, PA

- Worked on UI Kits for EXOS, a mortgage management app, using Adobe XD.
- Designed the Self-Appraisal Module for the EXOS app, including site maps, wireframes, usability tests and interactive prototypes.

Tencent Technology | Employer Branding Designer

Mar 2018–Jun 2018 | Beijing, China

- Designed and developed recruitment webpages and other promotional materials.
- Cooperated with Department of Human Resources and was responsible for job information maintaining and resume screening.

ACADEMIC PROJECTS

One Small Act | Experience Designer

Spring 2019 | Entertainment Technology Center, Pittsburgh, PA

- Worked in five-person team to develop an interactive experience for Children's Museum of Pittsburgh.
- Collaborated in creating concept art, user flow, 3D art and animation.

Building Virtual Worlds | 3D Artist

Fall 2018 | Entertainment Technology Center, Pittsburgh, PA

- Collaborated with five-person teams to build entertainment experiences in one to three week sprints.
- Offered experience design and artistic support including prototyping, modeling, texturing, rigging, animation and interaction design in Maya, C4D and Unity.

Sandfall | Game Designer

Spring 2017 | Communication University of China, Beijing, China

- Designed and developed a 2-layer model to simulate the falling of sands within Cocos-2dx framework in Xcode.
- Conducted background research, sandpile experiments and usability test for the project.

Fanu | UX Designer

Fall 2016 | Communication University of China, Beijing, China

- Responsible for the ideation, prototyping, wireframing and visual design of the product, using Sketch, Photoshop and Illustrator.