YUNWEI
CARRIE
YANG

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SKILLS

Photoshop, Illustrator, InDesign, Sketch, InVision, Maya, Premiere, After Effects, HTML, CSS, Unity 3D, UE4, Wireframe, Information Architecture, User Flow, Storyboard, User Research

EDUCATION

Aug 2015 - May 2017

Carnegie Mellon University, Entertainment Technology Center (ETC) Pittsburgh, PA
Master of Entertainment Technology
Relevant Courses:
HCI, Building Virtual Worlds, Game Design, Visual Story

Aug 2011 - Jun 2015

Communication University of China (CUC), School of Animation and Digital Arts, Beijing, China
Bachelor, Digital Media Arts
(New Media Design)
Relevant Courses:
User Interface Design, User Experience Analysis and Interaction Design, Multimedia Interactivity

Jun 2013 - Aug 2013

University of California Los Angeles, Design Media Arts, Los Angeles, CA
Summer School
Relevant Courses: Typography, Color

EXPERIENCE

Jan 2017 - Present

Oculus Research (Pittsburgh)
User Experience Designer
Designed user experience as well as user interface to put together and present research achievements. Conducted lab-wise user research.

Jun 2016 - Aug 2016

The Poverty Spiral - Mentoring Relationship (Pittsburgh)
Visual Designer/Game Designer
Designed the visual part of an educational board game called The Poverty Spiral. Worked with another game designer to finalize the mechanics for the game.

Jul 2014 - Aug 2014

Ogilvy Public Relations (Taiwan)
Digital Marketing Plan Designer/Leader
Took part in Creative Marketing Competition and designed a plan for "Cross-Strait Pay" launched by E. Sun Bank of Taiwan. Led a team of 10 as a chief project planner and won Best Brand Performance award.

Apr 2012 - Jun 2013

Beijing Aishengsheng Technologies Co Ltd., UI/UX Designer (Beijing, China)
Designed the user interface of a community-based voice application as well as promotion materials in a start-up company.
Took part in user experience design after the app was launched.

PROJECTS

Sep 2016 - Dec 2016

Prologue - VR Storytelling Experience, Oculus Story Studio
Worked in a team of 4 as an Experience Designer and 3D Artist to create an interactive engaging storytelling experience and try to explore different methods to evoke subtle emotions in the realm of VR.

Jun 2016 - May 2016

MediSIM - Medical Simulated Interactive Manikin
Worked in a team of 6 to create an educational medical simulation tool in Augmented Reality using the HoloLens. MediSIM provides a 3D interactive virtual patient superimposed on a real abdomen simulator as well as the corresponding information on symptoms and viscera.
Roles included experience designer, user interface and graphic designer.

Jun 2015 - Dec 2016

Building Virtual Worlds
Created highly interactive games in different teams of 5 in 2 week rotations that utilized multiple non-conventional platforms such as Oculus Rift, Kinect, Eyegaze and PS Move. Roles included designer, 3D/2D artist and co-producer.

Jun 2014 - May 2015

BangBang Mobile App
Worked in a team of 3 to create an IOS app for people to make requests and share recourses amongst friends in the form of favors.
Conducted user research, designed the product flow diagram, prototypes and user interface.