

Mingzhi Cai

Experience Designer

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EDUCATION

Carnegie Mellon University

Class of 2021

MET, Entertainment Technology

Hunan University

Class of 2019

BE, Industrial Design

SKILLS

Design

Product (UI/UX)	User Research
Interaction Design	Design Thinking
Game Design	Wireframing
Visual Design	Usability Testing
3D Modeling	Rapid Prototyping
Illustration	Storytelling

Tools

Adobe Creative Suite	Maya
Sketch	Unity
Axure	Blender
Arduino	C#
Figma	HTML/CSS
Protopie	Substance Painter

KEY COURSES

Design Psychology
Design Research
Interactive Digital Media
Web Design & Development
Service Design & Business Model
Branding & Identity
Building Virtual World
Visual Story

ACADEMIC PROJECTS

Building Virtual Worlds, Pittsburgh, USA

UX Designer & 3D Artist | Aug. 2019 - Dec. 2019

Created 5 interactive VR/AR games on Magic Leap, HTC Vive, Oculus and Leap Motion. Designed and implemented 3D characters, scene settings, user interfaces for gesture interaction, 360 environment and story-driven experience.

The Ninth User Experience Design Award, Nanjing, China

UX Designer | May 2017 - Dec. 2017

Led a team of seven to propose a concept design where fans are involved in online concerts through Virtual Reality technology; was awarded the National Silver Medal, the Best VR Prize, and the Best Visualization Prize. Designed and documented the user flow, prototypes and playtest surveys.

IDI Lab, Changsha, China

Huawei DevCloud Project User Researcher | Mar. 2017 - July 2017

Conducted usability tests to Huawei DevCloud by observing and recording the problematic actions in user flow and generated more than 50 improvement suggestions.

Proposed 10 prior iteration strategies to Huawei, with an adoption rate of 80%, raising user activity by 30%.

EXPERIENCE

State Street Corporation, Hangzhou, China

UX Design Intern | Nov. 2018 - Feb. 2019

Designed the structure and layout of the official presentation tool for the bank, making it easier for users to deliver presentations about the services offered by State Street to their clients.

Built an online preview system for the company's internal software, helping customers gain easy access to the real operating environment.

1000 Cultural Network Studio, Changsha, China

Graphic & UX Designer | Dec. 2016 - Jan. 2019

Drafted the ZHIHU mobile app user interface and collaborated with front-end engineers to implement the design, gaining a user coverage rate of 80%.

Designed HTML5 websites for campus activities; drew illustrations and designed event posters to create a consistent visual system.