Yi Ding

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https://kerwinding.com/

Skills

Tools

Adobe Creative Suite, Arduino, ComfyUI, Unity, HTML, CSS, JavaScript, Blender, Figma, Notion, Miro

Hard Skills

AIGC, Digital Media, Wireframing, Design Research, Storytelling, Interaction Design, UI/UX Design, Accessibility, Service Design, 3D Modeling, AR/VR, Machine Learning

Soft Skils

Problem solving, Critical thinking, Effective communication, Leadership

Awards & Certifications

Hulu Jam

Honorable Mention

2025 MIT AI Filmmaking Hackathon

Final List

CITI Certificate

FOUNDATIONS IN ETHICAL RESEARCH WITH PEOPLE

Experience

TikTok / Visual Design Intern

Jun. 2025 – Sep. 2025

San Jose, California

-Responsible for the design and implementation of two AI video effect projects, exploring new model capabilities and building new design pipelines.
-Designed and constructed new technical pipelines based on existing technologies to prepare for future iterations.
-Tested new plugins on the internal ComfyUI platform to evaluate and address the issue of unnatural transitions between the first and last frames in common business scenarios.
-Collaborated with the team on brainstorming AI video effect concepts, conducted response testing for selected ideas, and contributed to planning for future effect deployment.

Sheridan Centre for Elder Research / Research Assistant

Jan. 2024 – Apr. 2024

Oakville, Canada

-Conducted qualitative and quantitative user studies to inform the redesign of Sheridan College's navigation tools for senior users.
-Developed detailed user personas and journey maps to synthesize research findings into actionable design strategies. As a result, Sheridan College began updating the visual elements of campus maps in late April 2024.

CIF The Life Skills Project / Interaction Designer

May. 2023 – Aug. 2023

Oakville, Canada

-Led the UI design of an educational platform inside CIF's Learning Management System for underserved families to help them access community resources and benefits, creating wireframes, prototypes, and interaction flows that improved usability and engagement.
-Collaborated with cross-functional teams of educators, developers, and stakeholders to align design strategies with project goals.
-Conducted in-depth user research to identify pain points and iterate on high-risk design elements.

Education

ArtCenter College of Design / Master of Fine Arts, Media Design Practices

Anticipated Graduation May. 2026

Pasadena, California

Overall GPA: 3.85/4.0

Sheridan College / Bachelor of Interaction Design

Sep. 2020 - Apr. 2024

Oakville, Ontario

Overall GPA: 3.71/4.0