

OSKAR YINING QIAN

Interaction Designer

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EDUCATION

ArtCenter College of Design
Pasadena, California

Bachelor of Science in Interaction design
Anticipated May 2024

EXPERIENCE

Interaction Design Freelancer
Special Projects, Los Angeles, USA Jan. 2024 — Present

Participate in research, ideation and design for confidential Automotive HMI projects.

Peer Coach
ArtCenter College of Design, Los Angeles, USA Jan. 2024 — Present

Providing support for students in Interaction Design program at ACCD.

ArtCenter Designstorm - Google
ArtCenter College of Design, Pasadena, USA Sep. 2023

Incorporated feedback from Google designers to match the Google future vision.
Conceptualized and designed the next generation google consumer experience and product based on the insight gained from primary research.

SKILLSET

Professional

Lean UX, User Research, UI design, Prototyping, 3D modeling, Storytelling, Motion Design, Project Leadership, Design Thinking, User Interface, Problem Solving, Collaboration, Communication, Accessibility.

Software

Figma, Sketch, Invision Studio, Unreal Engine, Unity, MadMapper, Photoshop, After Effect, Webflow, Rhino, Protopie, Procreate.

Language

Fluent English, Native Chinese

Interaction Design Intern
BMW Designworks, Munich, Germany Feb 2023 - Aug. 2023

Developed concept and design several proposals for a BMW partner logo.
Supported and produced a BMW movie project with animation and transition.
Supported ideation and AI visualization for a Rolls Royce concept project.
Ideate, research, design visual elements of VR environment & user interface, and visualize AI character take-away for a MINI VR gamification concept.
Concept framing and screen design for a vision concepts covering different touchpoint and technology for a BMW app concept.
Create concept, design visual & animation and present proposals for a visionary BMW concept preview project for project leadership from BMW group.

Interaction Design Intern
Phoenix Design, Shanghai, China May 2021 - Dec. 2021

Design with cross functional collaboration, leveraging user interface principles in a multi-disciplinary design studio with design craft.
Participated in ideation, design stand-ups in multiple transform various forms of consumer electronics and home appliances in global market.
Carried out primary and secondary research and analysis for finding the market insight and opportunities for multiple teams.
Synthesized UX flows, wireframes, and visual solutions for product features and use cases, which finally shown in client meetings.

AWARDS

Allen, Matkins Endowed Scholarship

Samsung Endowed Scholarship

ArtCenter Entering Scholarship

1st place, PRDC Hackathon

2st place, ArtCenter Hackathon

Sponsored Student Designer
Oru Kayak, San Francisco, USA Jun. 2018 — Jan. 2019

Created and conducted surveys with more than 10 participants to find out the potential need of entertainment sports market for company's conceptual product.
Produced 4 proposals with easier folding ways, and presented them to the founder and designer of the company in the final.