EDUCATION

ArtCenter College of Design   2020-2024
Interaction Design, Bachelor of Science, Minor in Business
GPA: 3.899 / 4.0

PROFESSIONAL EXPERIENCE

Volvo Group, UX Research Intern   05.2023-08.2023
Greensboro, NC

Engaged in design validation and user research within a usability lab, partnering with engineers and designers on an electric truck project.
- Spearheaded the Cognitive Load Study, integrating quantitative and qualitative methods to assess new design solutions' impact.
- Orchestrated research efforts using driving simulators and eye-tracking technology, establishing a matrix for future usability evaluations.
- Presented comprehensive findings to international stakeholders.

ByteDance, UX Design Intern   04.2021-07.2021
Beijing, China

Created a high-fidelity user interface for Xigua Video, working in collaboration with product managers and developers.
- Scaled and Improved the inclusive design system based on user interview, and won the Good Design Award 2022 with team.
- Enhanced the visibility of the color system in dark mode and implemented the improvements.

Google Designstorm, UX Designer   09.2023
ArtCenter College of Design, Pasadena, CA

Participated in a Google-sponsored designstorm, working alongside Google's product designers to develop a new mobile device targeted at Gen Z.
- Collaborated with cross-functional teams to deliver high-quality design solutions and high-fidelity prototype.
- Leaded the development of the entire interaction design, and delivered the project to the Google design team.

ArtCenter College of Design, Teaching Assistant   09.2023-12.2023
Pasadena, CA

Delivered lectures about usability testing and prototyping in the Human-Computer Interaction class.

ACADEMIC PROJECT EXPERIENCE

ACCD x Caltech x JPL   01.2023-04.2023
Participated in a data visualization project addressing underground water shortage in California's Central Valley.

ACTXLAB   09.2022-12.2022
Collaborated with engineering students from Tsinghua University on future casting design project.

RECOGNITION

Vega Digital Awards
Gold Winner, project MUSO, 2023

MUSE Design Awards
Gold Winner, project MUSO, 2023
Silver Winner, project JINYUE, 2023

Spark Design Awards
Bronze Winner, project MUSO, 2023

International Design Awards
Gold Winner, project MUSO, 2023

UX Design Awards
Nomination, project MUSO, 2023

European Product Design Awards
Winner, project VERDORA, 2023
Winner, project JINYUE, 2023

SKILLS

Design Tools
Figma, Sketch, Adobe Creative Suite, Solidworks, KeyShot, Unity, Unreal

Design Methods
User-Centered Design, Design Thinking, Wireframing, User Research, User Journey Mapping, Usability Testing, User Persona Development

Prototyping Tools
Webflow, ProtoPie, Principle, Origami Studio, Framer, JavaScript, HTML/CSS, C#, React.js, Python

Language
English(fluent), Chinese(native)