

## EDUCATION

University of North Carolina at Chapel Hill

2018-2022

B.S. in Information Science, HCI and B.A. in Media and Journalism, Multimedia Design

GPA: 3.96 Major GPA: 3.97

## TECHNICAL SKILLS

Softwares	Figma, Sketch, Adobe XD, Adobe Illustrator, Adobe InDesign, Adobe Photoshop, WordPress
Digital Capabilities	UX/UI Design, Prototyping, Wireframing, Usability Testing, Graphic Design, Web Development
Languages	HTML, CSS, JavaScript, SQL
Other Tools	Google API, JSON, C3/D3.js, Unity, Adobe After Effect, Adobe Premiere Pro

## WORK EXPERIENCE

Red Hat | Interaction Design Intern

May 2022 - Present

- **Assessed** 100+ pages of current interface for a B2B **web-based enterprise** platform and delivered 80+ pages **end-to-end** desired state prototype within 2 months, which are added to the product roadmap slated for future release.
- Actively worked within **cross-functional** teams in a **start-up** like environment, including PM, engineers, and architects, to continuously iterate the architecture and design to ensure they are **data-driven** and they align with **customers' feedback**.
- Collaborated with the team to create a **grab-and-use Sketch library component guide** for a fortune 500 company's product, which benefits over 100 colleagues across the Red Hat User Experience Design team.
- Took the initiative to renovate the banner elements to be **color-blind friendly** and **screen reader friendly** for PatternFly, one of the largest open-source design systems.
- Presented with the team to introduce the product and our style guide to 100+ audiences, and received high feedback.

Motivation | UI/UX designer and Co-Lead

November 2020 - Present

- Ideated a **community base** habit tracker app that helps users find their habit mates while motivates them to keep up.
- Construct **style guide, user flow and multiple app personas** based on audience analysis and pre-experiment survey.
- Design logo, **journey map, high-fidelity wireframes and nearly 100 pages of prototype** with a teammate in **Adobe XD** in a month, based on our users and market analysis in 50 days.
- Over 95% of participants in **usability tests** like the interface and over 90% find the prototype user-centered.

Cymantix Inc. | UI Engineer

January 2022 - May 2022

- In charge of the implementation of a **whole new UI interface** of a visual search engine and finished it within 3 months, which attracted 10+ investors for the startup and boosted the website traffic by 25%.
- Constructed **reusable** HTML components to **standardize** the visual language throughout the website.
- Implemented a dynamic topology view through **D3.js**, as the most valuable feature of the company's product.
- Working with designers, built a **central CSS style** to unify all web pages into a **consistent design system**, which future engineers can leverage to easily implement design-compliant user interfaces.

Holimart, Inc. | UX/UI Designer Intern

July 2021 - August 2021

- Structured the local-friendly, green and healthy visual identity by leveraging brand logo, color theme, and typography through **Adobe InDesign** and got recognized by 2/3 of stakeholders from the board; Designed 10+ brand merchandise in **Photoshop**.
- Based on market analysis, created **wireframe and 50+ pages of prototype** for the company's landing website to promote its organic theme and attracted 10+ potential local clients and 5+ partners within 2 months.
- Led the design of 30+ pages of high fidelity prototype of user-end e-commerce website using **Figma** and meet with project manager, engineers and marketing team every week to smoothen and speed up the design iteration.

## ACTIVITIES/AWARDS

Volunteers at UX Y'all Conference [Conference Website]

Jun 2021 - Present

UNC Make-athon Contest Second Prize [Contest Website]

2019, 2020

Dean's List

2018, 2019, 2021, 2022