

ASIYA YAKHINA

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EXPERIENCE

Microsoft UX Designer Intern, Jun — Aug 2015

- Led design efforts of a 6-member team that developed a gesture-controlled mobile game over 12 weeks
- Developed character and motion design
- Collaborated with the team to prioritize tasks and plan weekly sprints
- Iterated and user-tested designs continuously

MIT Mobile Experience Lab

Brainstorming Facilitator, Jan — Mar 2015

- Planned and facilitated brainstorming meetings for teams from General Sensing and Jaguar
- Conducted workshops on design thinking principles
- Prepared value maps, presentation templates, and brainstorming cards

MIT Mobile Experience Lab

Undergraduate Researcher, Oct — Dec 2014

- Studied spatial interaction and communication in virtual reality environment
- Designed a virtual reality application prototype
- Directed pilot tests to identify key user interactions
- Co-authored and published “nRoom: an Immersive Virtual Environment for Collaborative Spatial Design”

Blocked Online Lead Designer, May — Sep 2014

- Led web design, as well as branding and publicity strategies
- Designed the visuals and experience of the website
- Created a system of icons and a logo

Rosie Apps UX Designer Intern, Oct 2013 — Jan 2014

- Redesigned the landing page of the company website
- Demonstrated designs to the team and the company leadership
- Articulated designs effectively to developers

EDUCATION

Wellesley College Candidate for BA
Media Arts and Sciences, May 2016
GPA: 3.68/4.00

SKILLS

Design

User experience & interaction design,
agile design development, user
research, animation design

Software

Adobe Illustrator, Photoshop,
InDesign, Flash, Director, Unity 3D

Programming

JavaScript, JQuery, Three.js, Java,
Lingo, HTML, CSS

ACTIVITIES

International Relations Council
Journal Chief Graphic Designer,
Oct 2012 — Present

MIT CMS Department

Teaching Assistant, Jan — May 2015

Wellesley College HCI Lab

Research Assistant, Jan — May 2015