

Asiya Yakhina

www.asiya.design | ayakhina@wellesley.edu | +1 (773) 710 1133

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
- 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

Web Designer, May - Sep 2014

- Designed UI for www.blockedonline.com
- Iterated from wireframes to pixel-perfect mockups
- Created a system of icons and a logo

Rosie Apps

UX Designer Intern, Oct 2013 - Jan 2014

- Designed the landing page at www.rosieapp.com
- Created personas and designed user workflows
- Articulated designs effectively to developers

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

Education

Wellesley College

Candidate for BA

Media Arts and Sciences, May 2016

GPA: 3.68/4.00

Coursework

User Experience Design

Human-Computer Interaction

Tangible User Interfaces

Designing Interactions

Dynamic Interface Design

Arts & Graphics

Advanced New Media

Videogame Theory

Digital Imaging

Moving Image Studio

Programming

Programming & Problem Solving

Data Structures

Multimedia Design & Programming

Computer Graphics

Skills

Design

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

Software

Adobe Illustrator, Photoshop,

InDesign, Flash, Director, Unity 3D

Programming

JavaScript, JQuery, THREE.js, Java,

Lingo, HTML, CSS