

# 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
- 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](http://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](http://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