

## Contact

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(LinkedIn)

## Top Skills

React Native  
MERN Stack  
TypeScript

## Certifications

React Basics  
Advanced React  
More C# Programming and Unity  
Version Control  
Introduction to C# Programming and Unity

# Yihao (George) Xu

UI/UX Developer Designer  
美国 罗得岛 普罗维登斯

## Summary

As a recent graduate from the Rhode Island School of Design (RISD) with additional Computer Science courses from Brown University, I blend design and front-end web development to create intuitive, user-friendly experiences.

Currently, I'm diving deep into two projects where I'm both the UI designer and front-end developer. My skills in React and other JavaScript libraries anchor my ability to craft robust, practical web UIs. But what sets me apart is my comprehensive understanding of both design and development. This dual expertise allows me to bridge the gap between designers and developers, fostering efficient communication and collaboration within any team.

Ready to ride the wave of innovation and creativity in UI/UX design and front-end development. Let's connect!

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## Experience

### ActEarn

UI/UX Designer Front-end Developer  
August 2023 - Present (3 months)  
California, United States

1. Support the UI/UX design of the product, structure and conduct user interviews, creating Figma mocks, and implementing designs via Front-end coding
2. Design and implement company websites
3. Design and create marketing assets, including posters, movie clips, animations, GIFs, SVGs, Lotties, and any other relevant formats
4. Other design related duties

## WeLight Tech

Founding Member, Frontend Developer, Designer

February 2023 - Present (9 months)

Founding Member of WeLight Tech, an edtech startup using AI to streamline the study abroad application process for high school and undergraduate students.

Led front-end development using HTML, CSS, JS, and React, focusing on enhancing web application UI.

Coordinated weekly engineering team meetings and oversaw hiring.

Aligned design and development across the project

## NASA x RISD Rover

Unity UI Developer

October 2022 - June 2023 (9 months)

Providence, Rhode Island, United States

NASA X RISD ROVER is a club that competes in a nationwide challenge sponsored by NASA, involving various universities across the U.S. The club is organized into two groups: designers and developers. Leveraging my unique blend of design and development expertise, I serve as a liaison to facilitate communication between both factions. I assist fellow Computer Science students from Brown University in understanding the user flow of the design work, which includes elements like egress, geosampling, and navigation. Simultaneously, I aid developers in articulating technical issues to the designers. Beyond this, my specific role involves developing the user interface within Unity for HoloLens, with a primary focus on icon development.

## Rhode Island School of Design

Graphic Designer

July 2022 - December 2022 (6 months)

Providence, Rhode Island, United States

During my tenure at RISD, I collaborated with the ISSA office to design and disseminate a variety of online graphics. These materials were created with the intention of enhancing student understanding of school events and policies. My responsibilities spanned from data visualization and poster design to reviewing slides and web design.

## 华东建筑设计研究总院 ECADI

Computational Designer

August 2020 - May 2021 (10 months)

中国 上海市 黄浦区

In the field of design, I specialize in parametric design, primarily using Grasshopper, a graphical functional programming platform, complemented by Python and C#. This combination allows me to enhance the efficiency of my code. My particular area of expertise is in scripting for building facade designs.

## K.F.STONE DESIGN

Architectural Designer & Computational Designer

September 2019 - January 2020 (5 months)

中国 上海市 黄浦区

Parametric Design with Grasshopper and Python, Interior Design

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## Education

Rhode Island School of Design

Master of Design · (July 2021 - July 2023)

Brown University

Cross-registered Student, Computer Science · (September 2022 - May 2023)

同济大学

Bachelor of Architecture - BArch · (September 2014 - July 2020)

Shanghai Qibao High School

· (September 2011 - June 2014)