

EDUCATION

New York University

Master of Arts: Learning Technology and Experience Design

New York, NY

May 2023

- Overall GPA 3.86/4
- Relevant Coursework: User Experience Design, Narrative/Digital Media and Learning.

ShanghaiTech University

Bachelor of Science: Life Science,

Shanghai, China

Jun 2021

- Relevant Coursework: Design Thinking: Applied Innovation, User Experience and Innovation Design, Creativity: Theory and Application.

WORK EXPERIENCE

UX/UI Designer Intern

Sep 2022 - Dec 2022

TechMe TV LLC

New York, NY

- Created interactive design for pre-k to k-6 online courses by ways of brainstorming, interactive wireframes, and usability tests. Enhanced child engagement through high interactivity, timely feedback, and fun gamification.
- Created UI layout and used it as a team template for three different projects according to learners of different ages, combining learning theories such as metacognition, dual-coding theory, and cognitive load theory.
- Collaborated with graphic designers, subject specialists and game designers to improve our interactive design and iterate on the product.

Course Assistant Teacher

Jun 2020 - Jun 2021

ShanghaiTech University

Shanghai, China

- Mentored a total of 120 students' design thinking course assignments and final projects.
- Evaluating and providing feedback on ideation, user research, user needs, how might we questions, prototype design, and product iteration of students' projects.
- Familiar with the overall process of user experience design and participating in part of the curriculum design.

Curriculum Design Instructor

Jan 2020 - May 2021

STEMInsight(An education startup incubated by Shanghai Advanced Research Institute)

Shanghai, China

- Designed 12 lessons on topics including astronautics, environmental protection, the human respiratory system, and research-based learning methods.
- Gave a total of 39 STEM-related lessons within 17 Shanghai primary and middle schools.
- Gathered 5 team members and led a team to design a drone-related course for fourth-grade students and taught it for a semester.

ADDITIONAL EXPERIENCE

Entrepreneurship | Fruitech

Apr 2018 — Jun 2020

Co-founder, Product Manager

- Gathered 40 team members and Led the team to launch a WeChat applet where build a farmer-consumer bridge so that people living in the city can directly purchase farm products such as oranges and kiwis grown by farmers from the mountains.
- Defined the product vision, product roadmap and verified user personas by researching the fruit consumption habits and preferences of the target group, young adults, through over 200 surveys. Targeting their preferences specifically, We designed and developed a gamified applet to develop their habit of eating fruits regularly.
- Operated Fruitech's social media accounts on WeChat. Coordinate with editors and engineers for content creation.
- Coordinated customers and delivery company with farmer cooperatives, sold over ¥10,000, around 1500 dollars, of fruit through our platform.

SKILLS

Programming Languages

Python, JavaScript, HTML, CSS

Design Tools

Figma, Photoshop, Procreate, Genial, and Microsoft Office

UX Research Skills

Survey Design, Wireframing, Prototyping, Usability Test, Quantitative Research, Visual communicating

Languages

Mandarin(First Language), English(Proficient), Japanese(Upper Intermediate)