

# Jingwen Ding

DATE OF BIRTH: 04/04/2004 GENDER: FEMALE



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City: Irvine, CA

## EDUCATION

**2022-2026**

University of California, Irvine

Irvine, USA

- B.S. in Game Design and Interactive Media
- GPA: 3.972/4.00 (Latin Honors: Magna Cum Laude)
- Major Course: Game Programming, Data Analytics, Game Development

## WORK EXPERIENCE

**2025**

*June - Sep*

Microsoft - UI/UX Design Intern

Beijing, China

- Created UI/UX prototypes informed by user research and product requirements, defining core interaction structures and interface logic.
- Conducted usability testing and synthesized user feedback to evaluate interaction effectiveness and ensure consistency across features.

## SELECTED PROJECTS

**2025**

*March - June*

Shadows in the Tide - Horror Game

Game

- Built a fully functional branching dialogue system in Unity using C#, supporting conditional paths, sanity checks, and inventory-triggered narrative events.
- Implemented custom UI/UX systems including interactive item panels, clue-collection logic, and flag-based ending triggers across 5 chapters.

**2025**

*Sep - Dec*

ZotSport - UCI Sports Facility Booking App

UI/UX

- Designed a mobile app that improves accessibility and scheduling for UCI's sports facilities by replacing the inefficient walk-in process.
- Created low- to high-fidelity wireframes, and visual UI system through multiple design iterations in Figma.

## HONOR & ACTIVITY

**2022-2025**

Dean's Honor List

- Recognized for academic excellence at the University of California, Irvine.

**2023-2024**

Peer Academic Advisor

- Mentored undergraduate students in course planning.
- Assisted faculty in organizing academic workshops and peer review sessions.

## SKILLS

### SOFTWARE

*Unity*

*Unreal Engine*

### INTERESTS



*C#*

*Figma*

*Arduino*

*Blender*

*GameMaker*

*R Project*

*Adobe Effects*

*Adobe Photoshop*



### OTHER

*Creative Coding*

*HTML/CSS*



*Data Visualization*