

Jasmine Shi

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EDUCATION

Carnegie Mellon University, Pittsburgh, PA

May. 2027

Bachelor of Science in Information Systems

Relevant Coursework: Principles of Imperative Computation, Information Systems Milieux, Foundations of Software Engineering, Designing Human-Centered Software, Human information processing and artificial intelligence, Database Design and Development, Application Design and Development, Design of Artificial Intelligence Products, Interaction Design Fundamentals

RESEARCH EXPERIENCE

Variability Lab, Carnegie Mellon University, Research Assistant, Pittsburgh, PA

Jan. 2025 – Present

- Conducting cohesive projects in FIT prototyping under the guidance of Prof. Andrew Begel, focusing on exploring techniques for flexible and interactive technology development.

Food Engineering, Nutrition and Biochemistry (Fenbc), Researcher, Shanghai, China

Jun. – Sep. 2022

- Shi, Jiayang. "Nitrite Toxicity: Chemical Analysis, Metabolism, and Health Effects". Highlights in Science, Engineering and Technology, vol. 19, Nov. 2022, pp. 210-5, <https://doi.org/10.54097/hset.v19i.2852>

PROJECT EXPERIENCE

Carnegie Mellon University, XHacks

Mar. 2025

UI Designer: EchoChat

- Designed the user interface for a visualized chat history app that helps users reconnect through past shared moments
- Developed user flows, wireframes, and high-fidelity prototypes using Figma, ensure emotional resonance in digital interactions

Carnegie Mellon University, Interaction Design Fundamentals (05-360)

Jan. 2025 - Present

UI/UX Designer

- Developed user scenarios and journey maps to guide the design of AI-enhanced user experience
- Created wireframes, applied human-centered design principles to create high-fidelity prototypes and final design using Figma

Carnegie Mellon University, Design of Artificial Intelligence Products (05-317)

Jan. 2025 - Present

AI-Enhanced Interface Designer

- Applying matchmaking and specialized AI product design methodologies to identify opportunities for value creation
- Creating prototypes for AI-powered interfaces that balance automation with meaningful user control

Carnegie Mellon University, Designing Human-Centered Software (05-391)

Sep. – Nov. 2024

UX Improvement Specialist

- Collaborated in cross-functional teams to analyze existing applications and identify user experience improvements
- Developed rapid prototypes to test interface improvements before implementation

Carnegie Mellon University, Fundamentals of Programming and Computer Science (15-112)

Sep. – Dec. 2023

Game Developer: Slime Valley

- Developed using VSCode within 70h, applied complex algorithm to produce an interactive game rapidly
- Inspired by Stardew Valley on Steam, implemented effective UI, and all elements are original pixel-style art, and was selected for Term Project Showcase at 15112 Fall 2023

Coldemistry, WeChat Official Account

Sep. 2021 – Jun. 2023

Digital Content & Souvenir Designer

- Designed promotional materials that effectively communicated complex scientific concepts through visual storytelling
- Developed souvenirs and graphics, where infographic designs increased average reading time by 40%

SKILLS

UX Design: User Research · Wireframing · Prototyping · Usability Testing · Information Architecture · User Personas · Journey Map

UI Design: Interaction Design · Visual Design Principles · Responsive Design · Typography · Color Theory · Layout Systems

Technical Skills: Figma · GitHub · VS Code · HTML5 · CSS · JavaScript · Python · SQL · MQL · Ruby · Ruby on Rails · React.js

Soft Skills: Design Thinking · Cross-functional Collaboration · Academic Research · Project Management · Scrum development