

- Qualified interaction designer who is capable to design high quality graphics, creating polished user interface with great user experience for both **web** and **mobile applications**
- **Versatile** and **compound** artist with **interdisciplinary talents** also in photography, hand and digital drawing, instruments and music composition, video production, industrial and 3D modeling
- **Passionate, self-motivated** and always **willing to learn**. Started self-training Photoshop, Flash and Frontpage from age of 6
- Expertise in **technical**, **communication** and **organization** skills, able to contribute both in **team** and **individually**
- **Absolute perfectionist**, being patient and responsible, even **details** needs to be flawlessly crafted
- Exceptional **time management** and **multi-tasking** skills to work under **tight deadline** in a **fast-paced** environment



SKILLS

DESIGN



MEDIA



DEVELOP



AUDIO



MODELING



DESIGN ACCOMPLISHMENT

Project Lead & Versatile Interaction Designer

Within 1 month April 2014













iOS based mobile application that aims to help video fans to connect with others, share video resources and produce high-quality videos together with multiple perspectives, transition effects, and soundtracks using mobile devices

REWARDS • Won **"Fan Favorite"** in "Innovation Prize 2014" competition held in Purdue University

- PROCESS** • Brainstormed and developed ideas, communicated with 2 remote group members located in U.S. through online meeting
- Responsible for **all the design and development work individually** as the **only technical person and designer** in the group
 - **Led the whole team** forward and **managed team members** to ensure everyone finished his work flawlessly and on time
 - Created a digital relationship diagram to analyze the app's workflow and user experience logically
 - Designed all the user interfaces and graphics individually using Illustrator, then created mockups in Photoshop
 - Created a clickable prototype using Edge Animate to demonstrate the app's workflow in a more interactive way
 - Crafted a walkthrough motion graphic video for demo and promotion with After Effects, with self-designed graphics in Illustrator

- OUTCOME** • Gained experience in leadership, management and communication skills by **remotely cooperating with total non-designers**
- Strengthened expertise on design process, proficiency on Edge Animate and After Effects by self-training from online tutorials

Design Lead & UI/UX + Graphic Designer

Within 2 weeks November 2013













iOS based mobile application that provides a more humanized and efficient way for users to recruit and job-hunting, by encountering potential employers/employees in public space and efficiently exchanging personal recruitment information in a digital manner

REWARDS • Won **TOP 5** in "Creative of the Year Competition 2013" at SIAT's Tenth Year Anniversary held in Simon Fraser University

- PROCESS** • Developed an iOS app prototype **within only 2 weeks**, cooperating with other 4 group members who were **almost strangers**
- Sketched out initial UI and graphic ideas as a low fidelity prototype, then created a digital wireframe in Illustrator
 - Designed all the user interface in Illustrator, then created mockups to demonstrate what the application looks like in Photoshop
 - Created an interactive prototype using Edge Animate to demonstrate workflow, and a demo motion graphic video
 - Gained experience in cooperating and communicating with designers I just known

- OUTCOME** • Strengthened my time management ability to **work under tight deadline and deep pressure**



WORK EXPERIENCE

Freelance UI/UX + Graphic Designer @ Vanonline.com

March - May 2012

- Redesigned the old user interface for the company's iOS app using Adobe Illustrator and Photoshop
- Gained experience working with business design and learned to incorporate company's objectives and requirements



EDUCATION

Simon Fraser University 📍 Vancouver, British Columbia, Canada

2009 - 2014

- Graduated from **School of Interactive Arts and Technology (SIAT)** - **B.Sc.**
- SIAT is an interdisciplinary future-focused school for technologists, artists and designers to learn about interactive design, incorporating aesthetics with technical skills
- Gained experience through various interactive project work, such as interface design, web develop, Andriod app develop, graphic design, game design, industrial design, spatial design, 3D animation and video production
- Enhanced communication, cooperation and leadership skills through abundant group work in SIAT

Dalian Maple Leaf International School 📍 Dalian, Liaoning, China

2006 - 2009

- Commissary in charge of publicity for the Student Union
- Gained abundant experience on poster, book cover, stage design and handcraft



PROFESSIONAL AFFILIATIONS

Co-founder & Vice President @ Vancouver Outdoor Photography

2012 - Present

- Established club in 2012 as the club co-founder and vice president
- Volunteered to design club advertising graphic works such as logo, business cards, posters using Adobe Illustrator
- Organized events such as photo tour, photo contest and field trips to Nanaimo, Banff and Jasper
- Gained experience in organization, communication and leadership skills



DESIGN PHILOSOPHY

“ Design is **rational and strategic**, it is the quality of your **decision making process**.

Be critical. Keep evaluating and analyzing to balance between aesthetics and functionalities, utopia and reality, subjective thoughts and objective needs.

“ **Get out of your comfort zone**. Push yourself a while longer and craft something you are **proud of**.

Always challenge yourself, dig your inner potential and chase for better.



ENTHUSIASMS



Photography is a mirror. It represents my unique perspective and reflects the inside of me. Cameras are my eyes. They help me to record what I observe and express what I feel. With 5 years experience on both film and digital photography, it brings me deeper self-cognition and witnesses my growth.



Music is my soul. My musical taste is New Age, Classical and OST. Music has gifted me both intelligence and friends. As a part of me, it cannot be taken away. I started professional piano training in 1994 and started self-learning violin and a vertical bamboo flute recently. One day I found fresh music pieces started to poped out from my head so I started to compose music. I also had experience creating music with Protools and Logic Pro using MIDI keyboard, based on both academic and self training.



I love the feeling of turning a sheet of blank paper into a gorgeous and meaningful picture. With more than 10 years experience on **drawing and painting**, I can draw both freehand and digitally.

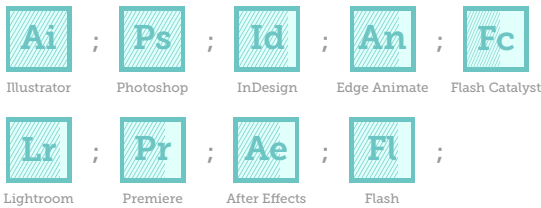


Handcrafts helped me to enjoy life more and learn to be more calm and patient. Turning something useless or wasted to exquisite handcrafts is like giving the materials new lifes. I have been carving rubber stamps since 2011. I also enjoy DIY and making models in design process as physical prototypes.



SKILLS

.design {



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INDIVIDUAL



Within 1 month April 2014



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design	Illustrator	● ● ● ● ●	programming	HTML5 + CSS3	● ● ● ● ●
	Photoshop	● ● ● ● ●		Processing	● ● ● ● ○
	Lighroom	● ● ● ● ●		Arduino	● ● ● ● ○
	InDesign	● ● ● ● ●			
video	After Effects	● ● ● ● ●	modeling	Solidworks	● ● ● ● ●
	Premiere	● ● ● ● ●		Maya	● ● ● ● ○
	Flash	● ● ● ● ●	audio	Logic Pro	● ● ● ● ○
				Protools	● ● ● ● ○

- With strong interest in design, self-trained Photoshop and Flash from age of 6
- Significant experience on graphic design in Illustrator and photography post-production in Lightroom and Photoshop

game designer programmer tester graphic designer	<ul style="list-style-type: none"> • Computer based pinecone collecting game inspired by “High Delivery” • Learned to draw flowcharts before coding to help organize the basic relationship among objects • Successfully built a completed and visual appealing game, with testing each time after finishing programming a single part, going over notes and doing researches online for figuring out code error • Gained proficiency in both Processing and Illustrator • Successfully developed my first game. From this project, I discovered my true interest in game design and Processing language, also gained confidence in programming 				
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Sonare UI/UX designer graphic designer	<ul style="list-style-type: none"> • Designed an Android based Vancouver exploration wayfinding application for Samsung tablet • Cooperated basic functions with professional interface layout • Designed icons, pop ups, interfaces and storyboard for walkthrough using Illustrator 				
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Singether UI/UX designer graphic designer	<ul style="list-style-type: none"> • Established a creative and valuable idea: a computer based online Karaoke software for linking and entertaining remote family members • Designed a user-friendly and client centered prototype by focusing on user experience • Organized structures for each interface and connection among interfaces • Designed icons and interfaces using Illustrator 				
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Type: Team of 5 / Individual project
Type: Competition project / Academic work

DESIGN



MEDIA



DEVELOP



AUDIO



MODELING



```
.design {  
  Ai ; Ps ; Id ; An ; Fc ; Axure ;  
}
```

```
.develop {  
  HTML5 ; CSS3 ; Processing ; Arduino ; Java ; Sublime Text ; GitHub ;  
}
```

```
.media {  
  Lr ; Pr ; Ae ; FCP ; Fl ;  
}
```

```
.audio {  
  Lr ; Pr ; Audacity ; MuseScore ; MIDI Keyboard ;  
}
```

```
.modeling {  
  Maya ; Solidworks ;  
}
```

```
.design {  
  Ai ; Ps ; Id ; An ; Fc ; Axure ;  
}
```

```
.develop {  
  HTML5 ; CSS3 ; Processing ; Arduino ; Java ; Sublime Text ; GitHub ;  
}
```

```
.media {  
  Lr ; Pr ; Ae ; FCP ; Fl ;  
}
```

```
.audio {  
  Lr ; Pr ; Audacity ; MuseScore ; MIDI Keyboard ;  
}
```

```
.modeling {  
  Maya ; Solidworks ;  
}
```

Project Leader, UI/UX + Graphic Designer

April 2014

CLIPO

iOS based mobile application that aims to help video fans to produce high-quality videos with multiple perspectives, transition effects, and soundtracks using simple devices

REWARDS

Won **"Fan Favorite"** in **"Innovation Prize 2014"** competition held in Purdue University

PROCESS

Relationship Diagram, UI/UX + Graphic Design

Interactive Prototype

Motion Graphics

LEARNED

TOOLS

Illustrator, Photoshop, Edge Animate, After Effects, Paper Wireframes

UI/UX GRAPHICS COMPETITION TEAM OF 2



Project Leader, UI/UX + Graphic Designer

CLIPO

UI/UX GRAPHICS COMPETITION TEAM OF 2

Within 1 month April 2014

Rewards

Won **"Fan Favorite"** in **"Innovation Prize 2014"** competition held in Purdue University

Objective

iOS based mobile application that aims to help video fans to produce **high-quality videos** with **multiple perspectives**, **transition effects**, and **soundtrack** using **simple devices**.

Process

Tools

Project Manager, UI/UX + Graphic Design, Interactive Prototype, Motion Graphics

Outcome

Adobe Illustrator, Adobe Photoshop, Adobe Edge Animate, Adobe After Effects, Paper Wireframes



UI/UX + Graphic Designer, Concept Developer

SONARE

UI/UX GRAPHICS COMPETITION TEAM OF 5

Within 2 weeks November 2013

Rewards

Won **TOP 5** in **"Creative of the Year Competition 2013"** at SIAT's Tenth Year Anniversary

Objective

iOS based mobile application that provides a **more humanized and efficient way**

Process

Tools

Outcome



UI/UX + Graphic Designer, Concept Developer

SINGETHER

UI/UX GRAPHICS ACADEMIC TEAM OF 5

Within 1 month June 2012

Rewards

Winner of **"SIAT Showcase Competition 2013"** held by SIAT in Simon Fraser University

Objective

A desktop based online karaoke software for linking and entertaining remote family members and friends

Process

- Established a creative and valuable idea: a computer based online Karaoke software for linking and entertaining remote family members

Tools

Outcome

- Designed an interactive prototype by focusing on user experience
- Organized structures for each interface and connection among interfaces
- Designed icons and interfaces using Illustrator

Adobe Illustrator, Adobe Photoshop, Adobe Flash Catalvst, Paper Wireframes

