XIAOLEI QIN

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EDUCATION

University of Texas at Austin
Austin, TX | Aug 2024 - May 2026 (expected)
M.S. Information Studies, concentrated on **HCI and UX Design**, GPA: 3.95/4.0

North Carolina State University
Raleigh, NC | Aug 2017 - May 2021
B.S. Computer Science, minor in Art and Design, GPA: 3.44/4.0 (Dean's List)

PROFESSIONAL EXPERIENCE

Visa
Associate Design Engineer, Design System
May 2022 - June 2024

- Led the development of the Visa Product Design System library in **React**, using **HTML**, **CSS**, and **TypeScript** to streamline designer-engineer collaboration and improve UX consistency.
- Achieved industry-level accessibility (**WCAG 2.2**) compliance for the Visa Product Design System, significantly improving accessibility and inclusivity, in collaboration with A11y researchers.
- Authored documentation of the Visa Product Design System in React and led tutorial sessions, resulting in a **50%** time reduction in onboarding time for new developers.
- Facilitated cross-functional communication and problem-solving, leading to a **30%** decrease in bug resolution time in Visa VaultKey+ Design System in both **React** and **Angular**.
- Provided critical support for North American and Asia-Pacific regions, successfully addressing and resolving high-priority issues in both legacy and new design systems.

MANN HUMMEL USA Inc.
Visualization (Frontend Engineer) Intern
Aug 2021 - May 2022

- Designed and developed a single-page application (SPA) using React + Typescript and MS Graph API, allowing leadership teams to visualize and edit datasets seamlessly.
- Reducing dependency on **SharePoint** lists and online Excel. Achieved a 50% improvement in team efficiency by implementing the new web portal.

SKILLS

Design Tools: Figma, Framer, Adobe XD, Photoshop, Lightroom, Illustrator, After Effects
Development Tools: NPM, PNPM, Homebrew, GitHub, Bitbucket, Accessibility Insights, SharePoint, Confluence (Atlassian)
Programming Language: HTML/CSS, JavaScript, Python, TypeScript, Java, C, C++, C#, and OpenGL
Frameworks: React, Angular, Vite, Astro, NextJS, REST, Express.js, Django, NodeJS, Microsoft Graph

OTHER PROJECTS

VRcade – A set of arcade games in Unity VR (Oculus Quest) in a hackathon at Hack Reality 2021 (Remote) in Chapel Hill, NC. Won 3rd prize on the entertainment tracks.
Monitor Lizard – A scalable monitoring web app with Django and Docker that provides email notifications for anomalies. Designed dashboards and user interfaces with Figma.