



Yiwen Zhang

Experience Designer
Developer

Pittsburgh, PA, USA

(412) 304 6953
yiwenz@andrew.cmu.edu
ux.yiwenz.me

★ Skills

Design

Responsive Design
Graphic Design
Game Design
Virtual Reality Experience Design
Filmmaking & Sound Editing

Process

Contextual Inquiry
Usability Testing
Prototyping
User Profile
Statistical Analysis

Develop

Mobile / Web Development
Game Development
Virtual Reality

Tools and Framework

Adobe Creative Suites
Unity
Amazon Web Services
Android SDK
AngularJS
Node.js
jQuery
OpenCV
WebGL & OpenGL

Language

JavaScript
HTML/CSS
Python
C#
Java
SQL

✦ Experiences

UX Designer and Full Stack Developer (Part-time) at PigeonLab, Singapore

2014 - 2016

- Designed and developed an automation tool using Node.js, AngularJS and Amazon Web Services
- Improved the overall user experience of the company's website

Teaching Assistant, National University of Singapore, Singapore

2013 - 2014

- Appointed as the Teaching Assistant of Interaction Design and Digital Media Production
- Delivered weekly workshops on various topics (UI/UX, Web Development and Cinematography) for 50 students

Freelance Web Designer and Developer, Singapore

2013 - 2014

- Developed Room booking system for Tembusu College with Flask (Python)
- Developed Singapore's leading fashion website (styleXstyle.com) with AngularJS

🎓 Educations

Master of Entertainment Technology, Carnegie Mellon University (CMU)

2016 - Dec 2017

Bachelor of Computing, National University of Singapore (NUS), Singapore

2012 - 2016

Relevant Courses: Interaction Design, Game Development, Computer Vision, Computer Graphics, Game Design, Visual Storytelling, Building Virtual Worlds

🚀 Projects

Waves of Life, Game Designer and Technical Artist

2017

- Designed a beautiful gaming experience that illustrates the beginning of life
- Waves of Life was awarded the Aesthetic Excellence Award in Global Game Jam Pittsburgh

Building Virtual Worlds, CMU, Experience Designer and Game Developer

2016

- Worked with teams of five to create experimental prototypes in Virtual Reality in two weeks
- Designed and explored user interaction in Virtual Reality platforms such as HTC Vive and Oculus Rift
- Practiced quick prototyping skills and user testing skills

Multimedia Design in play Kopitiam, Drama Box, Multimedia Designer

2016

- Designed a multimedia experience featuring liquid typography (Chinese characters)
- Implemented the experience using WebGL and Adobe After Effects

Custom Branding Generator, PigeonLab, UX Designer and Full Stack Developer

2015

- Designed an automation tool for generating CSS styles and developed the tool using AngularJS
- Conducted usability testing to improve the usability of the tool
- Reduced the time taken for branding generation by 90%

Re-design PandaFan's Dashboard, PandaFan, UX Designer and Front-End Developer

2014

- Conducted Usability Analysis for existing dashboard user interface
- Designed and implemented new dashboard user interface with Foundation

🏆 Awards

Aesthetic Excellence Award, Global Game Jam 2017 Pittsburgh

2017

"The First Penguin" Award, Carnegie Mellon University
for taking the biggest risk in Building Virtual Words

2016

Distinction in Games Specialisation, National University of Singapore

2016

Dean's List, National University of Singapore

2016

Best Project Award, National University of Singapore

2015, 2016