

Yanfeng Jin (Tony)

Design | Research | Implement | Communicate



A UX Designer with a technical and social science background, I'm passionate about problem-solving through design.

Seeking UX/Product Design internships for summer 2018.



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SKILLS & TOOLS



User-centered Design

Wireframing
Prototyping
Brainstorming
Ideation
Task Analysis
Interviews
Contextual inquiry
Affinity Mapping
Surveys
Persona Writing
Journey Mapping



Visual

Sketch
Adobe Photoshop



Prototyping

InVision
Principle
Balsamiq
Android Studio
Xcode



Development

Java/Android
Swift/iOS
HTML/CSS/JS
Python



Other

Public Speaking
Critical Writing
Video Editing



EDUCATION

M.S. Human-Computer Interaction, Georgia Institute of Technology

Aug. 2017 - May 2019 (expected)

Specialization in Interactive Computing

B.A. Computer Science & Psychology, Middlebury College

Sept. 2013 - May 2017

Phi Beta Kappa, GPA 3.97/4.00



SELECTED PROJECTS

Mirror Mirror

Sept. 2017 - Dec. 2017

Identified emerging adults' need to form good spending habits through user research. Designed and evaluated a mobile app that encourages them to reflect on their purchase decisions and provides them with timely and relevant suggestions.

REI Backpack Finder

Sept. 2017 - Dec. 2017

Researched novice backpackers' needs and pain points when purchasing backpacking packs online. Designed a feature on REI's website that helps novice backpackers find the perfect backpack with desired features and the right size.

Up & Up

Sept. 2017 - Dec. 2017

Identified Georgia Tech's students' need for stress relief through research. Designed a collective breathing game that helps relieve their stress.



WORK EXPERIENCE

UX/UI Designer & Writer, Georgia Institute of Technology

Aug. 2017 - Present

Redesigned Institute for Information Security and Privacy's (IISP) research webpages to better attract industry partners. Created wireframes based on user interview data. Interviewed professors, students, and guest lecturers and published featured articles on IISP's website. Promoted IISP's work and events.

Research Intern, HCI Institute, Carnegie Mellon University

Jun. 2016 - Aug. 2016

Developed the UI for a driving simulator in Android. Conducted user studies to test the simulator. Performed data analysis in SPSS and Excel. Designed and implemented a data processing algorithm in Java for the tool.

Oratory Coach, Middlebury Oratory Now

Jan. 2014 - Dec. 2014

Designed public speaking workshops and coached over 100 students for public speaking events, including TEDx competition and student symposium.



SELECTED AWARDS

Net Impact - Tech for Good Fellowship 2017-2018

Implementing an on-campus action project that leverages technology for social good.

HackRPI - Best Use of TripAdvisor's API & Best Mobile Hack 2015

A mobile/web app that recommends popular attractions along road trips.

The New York Times - College Essay Competition Winner 2015

College application essay published on *The New York Times* Chinese website.