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
Designed an intervention that encourages collective breathing exercise, which helps relieve Georgia Tech student's 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.