

EXPERIENCE

Center for Academic Innovation, University of Michigan

May 2019 - present

UX Design Intern

Ann Arbor, MI

Atlas - Data visualization tool

- Redesigned Atlas course collections feature and conducted usability tests. The feature was used by 10,000+ students on campus
- Helped building design system, researched and designed new data visualization patterns and interaction pattern

Problem Roulette - Online quiz platform

- Redesigned the research manager interface to improve the user flow and information architecture for behavioral scientists
- Redesign the student dashboard that used by 6000+ users on campus
- Redesigned the problem editing interfaces, improved the efficiency of instructors to modify problems by 40%
- Designed the About page and Landing page for tool promotion

Mission Throttle · Multidisciplinary Design Program

Jan 2019 - Nov 2019

UX Designer

Ann Arbor, MI

- Collaborated on a multidisciplinary team to design a web-based application for 4 mission-driven organizations that enable efficient communication and data tracking
- Created interview protocol and conducted stakeholder and user interviews to establish design goals and created user personas
- Applied Agile design principles, created wireframes and built low-fidelity and high fidelity prototype of the application
- Closely coordinated with the fronted team to develop HTML/CSS partials

PROJECTS

Google

Jan 2019 - Apr 2019

UX Researcher — 4-month Project-based Course

- Conducted a usability research project to understand usage and attitude of Google Assistant among user age 16-26
- Leveraging 1-1 interview, survey, competitive analysis, card sorting, usability tests, heuristic evaluation research methods. Redesigned Atlas(data visualization tool) course collections feature, created wireframe and prototype and conducted usability tests

Citizen Interaction Design Program - City of Ferndale

Jan 2019 - Apr 2019

Product Designer

- Designed and prototyped a web-based application which integrated the various reporting streams and outputs information that can improve DPW's efficiency and citizen reporting efficacy

Detroit Midtown Cultural Connections Design Competition

Sep 2018 - Dec 2018

Design Lead

- Lead a team of four to design solutions for the Detroit Institute of Art's public space problem, prototyping D-Lens, an interactive life-size monitor for way-finding fun
- Received Honorable mentioned of Product Design of the competition

EDUCATION

M.S in Information

Human-Computer Interaction

University of Michigan, Ann Arbor
School of Information

April, 2020 | GPA: 3.75

B.S in Architecture

University of Michigan, Ann Arbor
Taubman College of Architecture

April, 2018 | GPA: 3.56

UX METHODS

Interaction Design
Design Thinking
User Interview
Wire-framing
Rapid Prototyping
Contextual Inquiry
Heuristic Evaluation
Usability Testing
Storyboarding
A/B Testing
Motion Design

TOOLS

Sketch
InVision
Figma
Principle
Adobe Photoshop
Adobe Illustrator
Adobe XD
Adobe After Effect
Rhino
Unity

PROGRAMING LANGUAGE

HTML
CSS
Python
JavaScript
C#