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Alyssa Yang

Education

University of California, Berkeley
B.A. Cognitive Science
Graduating in May 2020

Tools

Photoshop, Illustrator, Premiere Pro,
Figma, Sketch, Principle, Invision,
Unity, Maya, Python, C#, HTML/CSS

Projects

Moderation Rules — Disqus. Redesigning moderation tools for publishers.

Hangurs — Geekbears. Creating an online marketplace for second hand clothing items.

Invisible Disabilities — Des Inv 190-1: Reimaging Mobility (with Ford). Communicating needs for individuals with invisible disabilities on public transportation.

FidgetBlox — Des Inv 190-2: Global Product Development. Developing modular gadgets to improve floating attention.

MuMa — Des Inv 24: UX Design. Designing a music discovery product for artists and listeners to encourage diverse and novel exploration.

Honeybook — Berkeley Innovation. Redesigning a wedding venue search platform.

Ubiquity Press — Berkeley Innovation. Improving accessibility and usability for an academic publication platform.

Doggo — Winner for "Hack to Save Homeless Pets" @ TreeHacks 2017. Improving animal adoption process, prototyped in Swift.

Pond — CS 198: Virtual Reality Decal. A relaxing virtual reality experience with fishing gameplay to provide a break from life.

Work Experience

Product Design Intern — Atlassian
May 2019 - August 2019 (Mountain View, CA)

Currently designing for [team], check back at the end of summer for updates!

Product Design Intern — Disqus
June 2018 - August 2018 (San Francisco, CA)

Researched and designed publisher and commenter features for Disqus users. Shipped comment editing UI, and worked closely with PMs and engineers to research and ideate on moderation tools for publishers.

UI/UX Design Intern — Geekbears
October 2017 - June 2018 (Berkeley, CA)

Illustrated user journeys, ideated on design concepts, prototyped and shipped 3 key products at Geekbears as the previous sole and lead designer. Past projects include collaborations with Hangurs, Laguna Promenade and Single Parent Advocate.

Leadership

President, Project Manager, Design Consultant — Berkeley Innovation
September 2017 - present (Berkeley, CA)

Lead executive decisions for internal and external operations within Berkeley Innovation, a student run design consultancy. Previously served as a project manager overseeing professional development and design frameworks for 8 project teams, as well as a consultant for Honeybook and Ubiquity Press.

Art for Animation/Art 198 Instructor — UCBUGG, 2D Animation
June 2017 - December 2017 (Berkeley, CA)

Mentored students through the 2D art for animation pipeline (storyboarding, preproduction, character and environment design, animatic processing, sound/video editing in Premiere Pro). Led weekly critiques and taught lectures for class.

Extracurriculars

Innovative Design, pro-bono graphic designer (2018)
UC Berkeley Symphony Orchestra, violinist (2016 - 2018)
Team HBV, VP of Tech and Publicity (2016 - 2017)
Isacoff Lab, Helen Wils Neuroscience Dept., researcher (2017-2018)
Cal Climbing (2018 - present)