Jiacheng Yang

Interaction Designer   jyang.io

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EXPERIENCE

Apple

Emerging Tech Intern

May 2019 - Aug 2019 - 3 months, Sunnyvale

Designed and researched AR-related experiences at Apple Marcom.

Pico Interactive

Interaction Designer

Jan 2019 - May 2019 - 4 months, San Francisco

Worked on Pico HMD platform UI UX. Researched, designed, and prototyped VR user interfaces for social VR applications. Built rapid VR prototyping pipeline. Experimented and prototyped future VR and AR use cases.

Google

Google Daydream Sponsored Project

Sep 2018 - Dec 2018 - 3 months, Pasadena

Participated Google Daydream Sponsored VRAR project Class at ArtCenter College of Design. Designed, prototyped an AR-based product to help kids perform creative storytelling.

Freelance Web Designer, Developer

Blind, Autobon and more

Jan 2018 - Present - 2 years, Pasadena

Working with various clients and agencies to ideate, design, and develop websites focusing on marketing and communication, education, and e-commerce.

EDUCATION

ArtCenter College of Design
Bachelor of Science, major in Interaction Design

2016 - 2020, Pasadena

Tongji University
Major in Civil Engineering

2014 - 2016, Shanghai

Industry Knowledge

User Interface
User Experience
Interaction Design
Front-end Developing
3D Modeling
3D Motion
VRAR Design
VRAR Protoype

Tools & Technologies

Figma, Sketch, Webflow, Framer, Principle, Unity, C4D, Blender, Adobe Suite, Fusion 360, Keyshot

Languages

English (professional)
Mandarin (native)

Recognitions

| Awwwards SOTD x 1
| 2017 China User Experience Design National Silver Award
| ArtCenter College of Design Dean's list

Linkedin

linkedin.com/in/jiachengyang