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http://dawnuxi.com

Experienced leader focused on designing and launching innovative products and services. **Expert** in design to empower people, solve human problems, and create delightful human-centric experience. **Passionate** in AR/VR, Artificial Intelligence, and Data Visualization technology.

Skills	Tools
	10013

VR/AR Design & Development User Experience Design Product Design Agile Development Industrial Design Data Visualization Service Design Information Architecture Interaction Design Visual Design **Concept Generation** Design Thinking User Research 3D Modeling Design Strategy Animation

Rapid Prototype
Website Development
Product Innovation
Brand Development
Usability Testing
Entrepreneurship
HTML, CSS, Javascript

Cinema4D Unity A-frame Invision Photoshop Zeplin **After Effects** Abstract Illustrators Mapbox Studio Sketch Github Paper & Markers Principle Solidworks Figma

Experience

8/2019-Present UX Consultant at Walmart Pharmacy - Robots and Pencils Remote

Leading UX design for production workstream at Walmart Pharmacy to partner with business, technology and design leaders to transform the definition of Clinical Services

Conducting research to envision the future of Pharmacy and delivered world-class experiences along with future business strategies to validate our business vision in Retail Pharmacy

5/2018-Present Co-Founder, Chief Designer - Virtision.com

Leading and building UX and Agile practices for VR experience development

Building vision and exploring innovative opportunities for Virtision's growth

Working closely with designers and engineers from end-to-end product development

8/2018-8/2019 Pro, UX & Data Viz Designer - Corelogic Innovation Lab Santa Monica, CA

Led future innovative strategies for Big Data Visualization and Geospatial Visualization projects

Led and built 2 different VR/AR prototypes to visualize Geospatial Data, Disaster Data in Real Estate Landscape. The project was featured at Corelogic's demo at EPIQ 2019.

Led UX design on 2 CEO-driven vision projects by partnering with Principal Data Strategists and leaders

8/2017-5/2018 UI/UX & VR Design Engineer - Syngenta US Innovation Lab Champaign, IL

Designed and built the lab culture to become an interactive environment for innovation

Participated in brainstorming, ideation, and project development stage.

Conducted user experience research and designed web, mobile application, interactive interface

Delivered high quality digital products and design strategies

5/2017-5/2018 UI/UX & VR Intern - National Center for Supercomputing Applications Champaign, IL
Led and redesigned Advanced Visualization Lab's web interface to increase attraction and user engagement to computational

scientific research

Designed user interface and produced high-quality prototypes for data visualization software collaboration with NASA.

Researched and designed Virtual Reality Controller and interfaces for AVL's Virtual Director software in order to improve Scientific Data Visualization Design's experience and workflows

Produced a demo of AVL's works to show in SIGGRAPH 2017 and got featured on Discovery Channel

Designed and developed Virtual Reality experience on WebVR platform to showcase dome view production

1/2017-5/2018 Design Consultant & Front-end Developer - Cube Consulting Champaign, IL
Designed and developed CUBE website

2016-2017 Video Producer & Motion Designer - **University of Illinois Housing** Champaign, IL Filmed and edited commercial and event videos as well as design and animated motion graphics for advertisement and marketing's projects

2011–2013 Front–End Web Developer - Maarka Data Solutions Irvine, CA Designed and developed better UX/UI on the company's old website

Education

University of Illinois, at Urbana-Champaign

Industrial Design - Class of 2018 with Honors Design Nation 2018 | Fellow Siebel Center for Design | VR Designer **Awards**

UIUC's Student Employee of the Year 2017-2018