



CA, USA



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http://dawnuxi.com

Design to empower people, solve human problems, and create delightful human-centric experience
Passionate in AR/VR, Artificial Intelligence, and Data Visualization technology
Experienced in designing and developing website, mobile app, VR app and data visualization software
Set a goal to design a collaborative innovative environment where everyone can come together and innovate.

Skills

Sketching

HTML5/CSS3

JQuery

Prototyping

Usability Testing

A/B testing

Wireframing

Analytics

Personas

Branding

Content Strategy

Agile Development

Interaction Design

Information Architecture

Video Editing

Critical Thinking

User Research

Motion Graphics

Design Thinking

3D Modeling

3D Rendering

Animation

UI/UX

VR/AR

D3

React

C#

Tools

Photoshop

After Effects

Illustrators

Premiere

Sketch

Paper & Markers

Dreamweaver

Animate/Flash

Edge Animate

Proto.io

Mapbox Studio

Framer

Origami

Principle

Unity3D

Invision

Cinema4D

Solidworks

Experience

- 8/2018–Present

Pro, UX & Data Viz Designer - Corelogic Innovation Lab

Santa Monica, CA

Leading Discovery and Framing Process for Business Intelligence products and Geospatial Visualization projects

Exploring and designing future innovative strategies for Big Data Visualization

Leading VR Experience projects and keeping Corelogic on the cutting edge of leverage technology

Leading design for the innovation team which is responsible for the future of Corelogic product development

Working on CEO-driven vision projects
- 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
- 8/2017–5/2018

UI/UX & VR Design Engineer - Syngenta US Innovation Lab

Champaign, IL

Designed and built the lab 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 attract and engage the general public to computational scientific research and contents better

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

Conducted User Experience Research and user testing in order to deliver excellent design strategies
- 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
Industrial Design Society of America | Member
Design Nation 2018 | Fellow

Volunteer Experience

CUBE Consulting Firm | Design Consultant
Siebel Center for Design | VR Designer

Awards

UIUC’s Student Employee of the Year
2017–2018