



# CINDY (YUQING) GUO

UX/UI DESIGNER



 Duluth, GA, 30096

 <https://www.yuqingguo.com>

 765-464-4459

 cindyguoart@gmail.com

Innovative and proactive UI/UX Designer capable of developing intuitive, human-centered and interaction designs for demanding projects. Talented in project management, team leadership and independent problem-solving. Highly organized multitasking with expertise in user research, enhancing designs and usability testing.



## Work Experience

2019-05 - 2019-07

### Marketing & Graphic Design Intern

*ALSTON & BIRD, Atlanta, GA*

- Creating moodboard, wireframe, and UI patterns for the Fortune 500 submission website
- Represented web team at meetings with executives and discussed project goals and milestones.
- Coordinated with human resource, public relations and other teams to execute website introductions, content organization, and final deliverability.
- Tracked key metrics and optimized spreadsheets and data models.

### Web Design Intern

*MAGIC PANDA INTERNATIONAL*

- Created and updated moodboards, investigated changing conditions and recommended strategic adoptions to capitalize on projected changes.
- Implemented and managed marketing and used variety of tools to do moodboard, website high- fidelity mockups, UI analysis and patterns.

2014-05 - 2017-08

### Marketing and Business Representative

*CHINA 1 INC, West Lafayette, IN*

- Led design of the new menus, promotional flyers, and coupons that attracted more customers like new college students and home residences, resulting in the increase of business by 2x.
- Developed a new promotional campaign by connecting and interacting with customers on social media-WeChat, gaining useful customer feedbacks for business transformation and development.

2018-01 - 2018-05

## Environment Modeler & Graphic Designer

Purdue University, West Lafayette, IN

- Designed an FPS game prototype including environment modelling, tower modelling, environment texturing, and rendering through effective collaboration with the other team members.
- Communicated project details through print and digital graphics including posters, flyers, and Prezi presentation by leveraging artistic skills.
- Gained comprehensive knowledge regarding the utilization of Unreal Engine 4 as a 3D artist as well as UI, uploading 3D models, and manipulating textures in game engine.



### Skills

InVision	<div><div></div><div></div><div></div><div></div><div></div></div>	Excellent
Principle	<div><div></div><div></div><div></div><div></div><div></div></div>	Very Good
Agile workflow processes	<div><div></div><div></div><div></div><div></div><div></div></div>	Excellent
Adobe Photoshop	<div><div></div><div></div><div></div><div></div><div></div></div>	Very Good
Adobe Illustrator	<div><div></div><div></div><div></div><div></div><div></div></div>	Excellent
Adobe XD	<div><div></div><div></div><div></div><div></div><div></div></div>	Excellent
Adobe After Effects	<div><div></div><div></div><div></div><div></div><div></div></div>	Very Good
HTML, CSS	<div><div></div><div></div><div></div><div></div><div></div></div>	Good
MAYA	<div><div></div><div></div><div></div><div></div><div></div></div>	Good
Zbrush	<div><div></div><div></div><div></div><div></div><div></div></div>	Good



### Education

#### UX/UI Design Boot Camp

GEORGIA INSTITUTE OF TECHNOLOGY - ATLANTA, GA

#### Bachelor of Science: Computer Graphics Technology, Film Video Studies Minor

PURDUE UNIVERSITY - WEST LAFAYETTE, IN

2019-05 - 2019-11

2015-08 - 2018-05