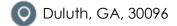
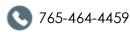
CINDY (YUQING) GUO

UX/UI DESIGNER











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

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.

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.

2019-05 - 2019-07

2014-05 - 2017-08

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.

Good

• 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.



Skille

V	3KIIIS	
•	InVision	•••• Excellent
•	Principle	Very Good
•	Agile workflow processes	Excellent
•	Adobe Photoshop	Very Good
•	Adobe Illustrator	Excellent
•	Adobe XD	Excellent
•	Adobe After Effects	Very Good
•	HTML, CSS	Good
•	MAYA	●●● Good
•	Zbrush	••••



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