Sara Jinfan Bai

UX/Product Designer Full-time 2022 May

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AWARDS

2nd Place
Hackathon #hackforchange
Tech for AAPI Alliance

1st Place
Edward C. Earl Design Prize
Architecture 2015 studio

2nd Place Finalist
MakeSeries Competition
School of Architecture

SKILLS

Tools

Figma + Protopie
Sketch / Adobe XD
Framer
Basamiq
Invision
Adobe After Effect/ InDesign
/Photoshop/Illustrator

Design

Interaction Design
Visual Communication
User-centered Design
Storyboarding
Wireframing

Rapid Prototyping
Typography
Contextual Inquiry
Interview
Co-design

User Persona
Concept Mapping
Usability Testing
Heuristic Evaluation
Project Planning & Lead
Physical Space Design

Coding

HTML | CSS
JavaScript
*Coded my portfolio and a
Bakery website project
Python
Vue.js

EDUCATION

Carnegie Mellon University (CMU)
Aug 2020 - May 2022 | GPA 3.9/4.0
Master of Integrated Innovation for Products and Services (MIIPS)

University of Illinois at Urbana-Champaign
Aug 2013 - May 2017
B.S. in Architectural Studies

EXPERIENCE

UX Design Research Assistant @ CMU HCII Oh!Lab
Part-time | Pittsburgh, PA | Jan 2022 - Present
- Designed web app prototypes of ClassInSight dashboards that help teachers track and reflect on classroom interaction data.
- Worked with researchers and software engineers on design decison and iterations.

Product Designer @ ACEA - Harvard Innovation Lab
Part-time | Boston, MA | Nov 2021 - Present
- Designed mobile interface and client-facing website for a continuing education app.

UX Design Intern @ S&C Electric Company
Full-time Internship | Remote | Jun 2021 - Aug 2021
- Distilled complex system into intuitive desktop UI(33 screens) for a control system.
- Conducted 18 in-depth interviews and 13 usability testings, and synthesizedv user research feedback to identify user needs, use cases, and key pain points for iterating through functional requirements and design aesthetics.
- Translated user needs into user-centered designs, and delivered interactive mockups with motion design, complying with accessibility standards and design system.
- Audited and contributed to design system and library components.
- Regular presentation to the upper management team of over 30 people and for internal design critiques with strong communication and persuasive skills.
- Worked with design team and product managers in Agile development environment.

UX/UI Intern @ BioMotivate
Parti-time Internship | Pittsburgh, PA | Feb 2021 - Jul 2021
- Designed and iterated through desktop UI options for a smart wearable-based user dashboard of tracking system targeted to combat drug addiction.
- Created wireframes and interactive prototypes for 11 data visualization panels.
- Conducted observational research and in-depth interviews with rehab center staff.

PROJECT

Product designer & Team Lead @ Hackathon 2nd Place Project
#hackforchange by Tech for AAPI Alliance | May 2021 - Jun 2021
- Led and collaborated on design strategy ideation, product conceptualization, desktop UI design, and full-stack development for the website.
- Created polished hi-fi interaction design with Figma based on extensive research, benchmarking, information architecture, design strategy, and rapid prototyping.
- Initiated and led a team of product strategist and software engineers from scratch to completion of [WetheAsians ↗](#) within 14 days, and won 2nd place out of 28 teams.