

JING “Fiona” XU

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EDUCATION

University of Washington, TECH INNOVATION

Seattle, WA, USA

Master of Science, GPA 3.8

09/2024 - 03/2026

Relevant Courses: User-Centered Design, Design Thinking, Product Innovation

California College of the Arts, Product and Industrial Design

San Francisco, CA, USA

Bachelor of Fine Arts, GPA 3.66

09/2019 - 12/2023

TECHNICAL SKILLS

Core Design: User Research, Wireframing, Prototyping, Design Systems

Tools: Figma, Adobe XD, Rhino/SolidWorks (CAD), KeyShot, Miro, Procreate

Methodologies: Design Thinking, User Research, Agile Workflows, Usability Testing, Journey Mapping...

WORK EXPERIENCE

Plauen

Nanjing, China

Product design Intern

Mar 2024 – Aug 2024

- Led the end-to-end design of campus cultural products, utilizing CAD modeling and digital prototyping to develop functional and visually cohesive solutions.
- Conducted in-depth user research, applying design thinking methodologies to identify user needs and translate insights into high-fidelity prototypes and manufacturable designs.
- Collaborated with production, marketing, and engineering teams to balance technical feasibility, brand identity, and user-centric design goals, ensuring seamless product development.
- Used Figma to design and develop the campus products sales platform for the school.

Aproject Factory

Dallas, TX , USA

UI/UX Design Intern

May 2023 – Sep 2023

- Led the design of MVP mobile applications, creating wireframes, prototypes, and high-fidelity designs using Figma, prioritizing intuitive user experiences.
- Conducted in-depth user research and created wireframes to improve mobile app usability.
- Work with engineering teams to ensure seamless design implementation and optimize user processes and accessibility
- Created a scalable design system, reducing design inconsistencies and improving cross-functional collaboration.

ARTOP Design Co., Ltd.

Beijing, China

Product design Intern

Mar 2021 – May 2021

- Design and prototype action camera concepts, combining market insights and user research.
- Create detailed CAD models with Rhino and SolidWorks to ensure accuracy and manufacturability.
- Provide innovative solutions tailored to the target population to enhance product market fit.
- Perform field tests to verify product performance and user satisfaction.

PROJECT EXPERIENCE

0-1 MVP App Design (most recent)

May 2023 – Sep 2023

- Completed the product's MVP design and prototype development, including core functions such as community participation, bonus points and product redemption
- User tests show that 85% of test participants can easily complete the main task flow (activity participation, points acquisition and prize redemption)
- Test users scored 4.2/5 on their satisfaction with the app interface, particularly recognizing the intuitive nature of the points system
- More than 30 pieces of valuable user feedback were collected, providing direction for iterative optimization before the official release of the product