

FLORA YANTING ZHOU

UI/UX, INTERACTION DESIGNER, 3D GENERALIST

CONTACT

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SKILLS

UI/UX Design
2D & 3D Modeling
Graphic Design
Web Design
Illustration Design
Information Architecture
Usability Knowledge
Typography
Color Theory
Video Production/Editing
HTML, CSS
Communication Skills
Team Collaboration
Time Management

SOFTWARES

Figma
Blender 3D
Webflow
Axure / Sketch / InVision
Adobe Illustrator /
Photoshop / InDesign / XD /
After Effect
Microsoft Word / Excel /
Powerpoint
Visual Studio Code
Arduino/Processing
TouchDesigner

EDUCATION

MASTER OF FINE ARTS:

Media Design Practices
Artcenter College of Design
2021 - 2024

BACHELOR OF FINE ARTS:

Painting
Nanjing University of Arts
2016 - 2020

PROFILE

Passionate digital artist and designer with 2+ years of experience. Skilled in user-friendly interfaces and wireframe/prototype iteration based on user research. Proficient in 3D modeling/animation with experience in Blender. Multidisciplinary art background and critical thinking abilities. Committed to delivering exceptional results both independently and as part of a team.

EXPERIENCE

Interaction Designer 2022.10 - 12

Meta Reality Labs × ArtCenter Sponsor Project, Pasadena, CA

- Prototype 3D interactions or interfaces using Blender and Unity.
- Design product concept for virtual, augmented, mixed reality.

UX/UI Design Intern 2022.06 - 09

Ourdate, San Francisco, CA (Remote)

- Create wireframes, prototypes, UI components, and design system in Figma.
- Communicate design concept ideas through mockups, prototypes, and wireframes.
- Create user-centered designs by considering market analysis, engineering feedback, feasibility, and usability findings.

3D Asset Designer - Part-time 2021.07 - 2021.10

Metaverse.Lab, China

- Co-op with other 3D designers for overall artistic vision of projects.
- Create low-poly structures, models, environments, and characters.
- Design UI component for mini game on *Decentraland* platform

UI Design Intern 2021.05 - 07

BITE Investment, China

- Assisted other designers in producing UX deliverables including site maps, concept maps, process flows, wireframes, basic prototypes, and UI designs. Assisted with information architecture and taxonomy of Web applications. Created 1 set of on-brand visual asset and icons for development teams. Helped define and implement interface usability and consistency standards.

Freelance Designer 2018 - Present

Sealevel Technology, China (2021.08-09)

- Designed project pitch deck for business presentation, worked on typography, illustration, and diagrams.
- Created brand style guide, including logo and fonts.

BEINOEN.Co, China (2021.04-05)

- Produce 3d art video for immersive installation.
- Design venue key visual, guest welcome card and background board.