FLORA YANTING ZHOU

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Experienced UI/UX, interaction designer and 3D generalist with a passion for creating innovative experiences using technology. Skilled in translating new ideas into visuals and prototypes through various mediums. Possesses a multidisciplinary art background and exceptional critical thinking abilities. Committed to delivering exceptional results both independently and as a valuable team member.

EDUCATION

ARTCENTER COLLEGE OF DESIGN   **Pasadena, CA**
Master of Fine Arts, Computer Software and Media Applications (Media Design Practices)   2021 - 2024

EXPERIENCE

2022.10 - 12   **Student Interaction Designer**   **Pasadena, CA**
Meta Reality Labs × ArtCenter Sponsor Project
- Prototype and iterate interactive experiences and mock-ups with 3D models and motion graphics using Blender and Unity.
- Design product concepts and VFX for virtual, augmented, and mixed reality.

2022.06 - 09   **UX/UI Design Intern**   **San Francisco, CA (Remote)**
Ourdate.co
- 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.

2021.07 - 10   **3D Asset Designer - Volunteer**   **Nanjing ,China**
Metaverse.Lab
- Co-op with other designers for the direction of project's overall artistic vision.
- Create low-poly 3D structures, models, environments, and characters.
- Design UI component for mini-game on *Decentraland* platform.

2021.05 - 07   **UI Designer Intern - Volunteer**   **Nanjing ,China**
BITE Investment
- 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 assets and icons for development teams.
- Helped define and implement interface usability and consistency standards.

2018 - Present   **Freelance Graphic Designer**   **Multiple Locations**
- Designed pitch deck for business presentation, and worked on typography, illustration, and infographics.
- Created brand style guide, including logo and fonts.
- Produce 3d motion graphics video for immersive installation.
- Design venue key visual, guest welcome card, and background board.

SKILLS

Software	Figma / Blender 3D / Adobe Creative Suites / Webflow / Sketch / Apple Keynote / Microsoft Office / Google Apps
Knowledge	UI / UX Design / Web Design / Graphic Design / Motion Design / 3D Modeling / Illustration / Animation Production / Video Editing / Usability Testing / Typography / HTML, CSS / Prototyping / Presentation / Writing / Time Management