



A UX designer with backgrounds in **computer science** and **fine art**.
// User-centered design // VR

Skills

Tools | Photoshop, Illustrator, InDesign, Dreamweaver, Sketch, Framer, Zeplin, Principle, Unity 3D, SteamVR, Cinema 4D

Code | html, CSS, Javascript, Python, C#

UX | Information Architecture, Sketching, Prototyping, Wireframing, Story telling, Persona, Lean UX, Agile Development

VR | 3D modeling, Sound editing

Education

- 2017 User Experience Certificate**
Nielsen Norman group
- 2017 Master of Fine Art in Visual Communication Design**
School of the Art Institute of Chicago
- 2015 Post-Bac in Visual Communication Design**
School of the Art Institute of Chicago
- 2014 Bachelor of Science in Computer Science**
Beijing University of Posts and Telecommunications

Experience

- 2017 Freelance graphic designer and UX designer**
Project Gutenberg
Worked in a self-initiate project to redesign and rebrand the website of Gutenberg Project, the oldest digital online library.
- 2017 VR artist**
saic mfa show
Researched, ideated and designed a virtual space for audience to explore the Wittgenstein house which is made by the famous philosopher Ludwig Wittgenstein.
- 2017 UX designer**
saic makework
Worked in a start-up project to build an iPhone app to encourage the creation and distribution of eBooks.
- 06/2013 - 12/2013 UX designer intern**
BUPT lab
Worked in an IBM cooperated project to design the interface of QRM, a tool to test case execution and management offline on mobile device.
- 04/2013 - 06/2013 Data analyst intern**
China Aca. of tele.
Worked in a data visualization project to analyze clusterings of China Union and customer behavior.

