



Jasmine Lang

Interaction Designer



jlang2@ncsu.edu

jlangdesign.github.io



Education

North Carolina State University

Bachelor of Graphic Design
Minor in Computer Programming
Fall 2015 - Present
GPA: 3.883

Hong Kong Polytechnic University

Interactive Media (Study Abroad)
Spring 2018



Projects and Experience

Immersive Scholar

Jul 2018 - Present

Working as a front-end web developer on NCSU's Immersive Scholar project, which includes an open-source web app for displaying and sharing large-scale data visualizations. Developing storyboards, wireframes, and mockups for displays. Writing HTML, CSS, and JavaScript to allow easy customization by other institutions and to make the design responsive on both large-scale displays and personal devices.

Online Portfolio

Jun 2017 - Present

Currently developing a website from scratch with Illustrator, Photoshop, HTML, CSS, and JavaScript to showcase my interaction design portfolio, explain my processes behind my designs, and learn web design. Experimenting with interactive media to create a fun, game-like feel and convey my brand. Link: jlangdesign.github.io

Project Kaleido

Aug 2018 - Oct 2018

Collaborated in a team to help design a command-Conversational User Interface (CUI) for software developed by SAS. Helped develop the user journey and conversation flow, create UI elements, and animate the final prototype. Refined concept based on feedback from the SAS team during live demonstrations.

AHECTA Logos

Oct 2017 - Dec 2017

Worked with AHECTA - an organization dedicated to promoting all things video in higher education - to develop their new logo as part of their rebranding efforts. Refined existing idea for the logo based on client feedback while also generating and presenting other options. Produced variations to be used in different situations.



Honors and Awards

Art2Wear Student Exhibition

April 2016, April 2017

Had design projects chosen to be displayed at NCSU's College of Design's annual student-run design exhibition and runway show.

Dean's List

Fall 2015, Spring 2016, Fall 2016, Spring 2017, Fall 2017, Fall 2018



Software Proficiencies



Other basic proficiencies:



Design Skills

Sketching

Concept mapping

Storyboarding

Prototyping

Wireframing

Animating

Documenting process

Illustrating

Creating task flows

Coding



Languages

English: fluent (speaking, reading, writing)

Cantonese: intermediate (speaking), basic (reading, writing)

Mandarin: basic (speaking, reading, writing)