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 - Spring 2019

Hong Kong Polytechnic University
Interactive Media (Study Abroad)
Spring 2018

Experience and Projects

Operation 36 Golf
UX/UI Designer
May 2019 - Present

Redesigning the architecture and interfaces of the web/mobile apps to increase user engagement. Constructing hi-fidelity wireframes and prototypes for developers to reference. Defining branding guidelines with the product team to ensure that our products', marketing, and sales messages are cohesive and inviting. Locating and reporting bugs/UX issues to fix.

Online Portfolio
Jun 2017 - Present

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

NCSU Libraries
Front-end Web Developer
Jul 2018 - May 2019

Designed, developed, and documented open-source web apps for the Immersive Scholar project. Created storyboards, wireframes, mockups, and animations to convey flows and concepts. Wrote HTML/CSS to make the apps responsive to large video walls, desktops/laptops, and handhelds, and wrote JavaScript to enable interactivity. Detailed app usage and limitations in source code, READMEs, and wikis.

Project Kaleido
Aug 2018 - Oct 2018

Collaborated in a team to help design a command-based 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.

Software Proficiencies

Expert

Adobe Illustrator, Adobe InDesign, Adobe Photoshop, Figma

Proficient

HTML 5, CSS 3, Java, Adobe After Effects

Familiar

JavaScript, C (programming language), InVision, Adobe Premiere

Design Skills

Sketching   Concept mapping   Storyboarding   Prototyping   Wireframing
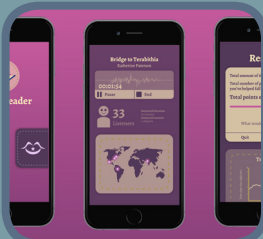
Animating   Documenting process   Illustrating   Creating task flows   Coding

Work Samples (click thumbnail to open in browser)

User Experience and Interface Design

Web Design

Game Design

Tangible Interactive Media