Zijian Yang (杨子建) An UX Designer

Graduated from top university in China and top interactive media design school in US.
Had working experience in UX design industry.
Had solid design knowledge and skills.

Online Portfolio: youngerland.me/portfolio/index

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EDUCATION

Worcester Polytechnic Institute (WPI), Worcester, MA	08/14 - 05/16

Master of Science in Interactive Media & Game Development

Tongji University, Shanghai, China	09/10 - 06/14

Bachelor of Engineering in Software Engineering

Related Courses: Human-Computer Interaction, Immersive Human-Computer Interaction,
Production Management For Interactive Media, User Experience Application

EXPERIENCE

Intern UX Designer & Front-End Developer, Sony Creative Center, China   07/13 - 04/14
   Oversaw the HCI design, conducted user analysis, usability tests and wireframes prototyping.
   Collaborated with front-end developers to implement demos using HTML.
   Created interactive HTML prototypes to implement and refine UI features.

Space Interaction System, a R&D project, Sony Creative Center, China   07/13 - 02/14
   Designed an interactive application based on super screen. This application enables users to interact with the device
   through multiple input methods like gaze, gesture, touch and position.
   Researched possible interactive patterns, define intuitive and proper interactive details.
   Helped front-end engineer develop the hi-fi prototype using HTML/CSS/JavaScript.

RESEARCH & PROJECTS

InstaPro: Instagram website redesign for photographers
Served as User Researcher, UX Designer, UI Designer & Prototyper   10/15 - 12/15
   Researched on professional photographers' user need, behavior and habits on using Instagram website.
   Oversaw the analysis documents. (personal, story boards and experience map).
   Oversaw the UI/UX design.
   Developed the UX document and prototyped the demo.

May's Journey: a serious game which teached pre-teen girls programming, Master Project, WPI
Served as User Researcher, Game Designer & Game Artist   09/15 - 04/16
   Researched on pre-teen girls' preferences on game visual styles, mechanics and learning methods.
   Oversaw the Instructional design.
   Oversaw the game design. (mechanics, levels and storytelling)
   Oversaw the game art design and UI design.

Riding+: A mobile app that tracks and helps people's riding, Graduate Student Independent Study, WPI
Served as Product Designer, UX Designer & Prototyper   03/15 - 05/15
   Researched on human habits and design methods for behavior change.
   Conducted user research.
   Developed persona, story board and user map. Designed the product information architecture.
   Developed the Lo-Fi (wireframe) prototype using Sketch.

TECHNICAL SKILLS & Hobbies

Design & Process:
agile design/development process, mobile application design (iOS and Material Design), web design...

Software:
Adobe (Photoshop, Illustrator, Dreamweaver), Sketch

Programming Language:
HTML5/CSS3/JavaScript, JQuery

Related Skills & Hobbies:
Pencil Sketch, Fine Point Drawing, Photography, Traveling, Fasion and Films