

Experience

CelerX Product Designer

2020/4 - Present

Directly collaborated with CEO and Engineer team to prototype, design, and deliver the UI and UX experience and a lean design process: research, design test, and iterate.

- Project 1: Blockchain Web
- Leading the design of blockchain product flow from start to end.
- Creation & Maintenance of design library alongside teammate.
- Optimize design styles and processes based on community feedback.
- Project 2: Cash Clash APP
- Cash Clash Games is your one-stop-app to winning real prizes!
- Overall: Lead the design of our new feature flow start to end.
- Retention/Deposit: Lead the design of our program for different user circles.
- Referrals: Lead growth initiatives design solution to drive users to share more organic installs.

1Cloud UI Designer

2018/6 - 2020/1

Responsible for product design and animation design. Include: iOS Android Mini program Web platform.

- Project 1: SIGO APP
- Sigo is a live chat with people worldwide App. Collecting user feedback, update product features, optimize interface, and improve user experience and make design solutions.
- Project 2: yinyueka Wins/PC
- This project provides multi-platform for users.
- Update product functions, optimize interface, collect user feedback, improve user experience.

Mymm UI Designer

2016/10 - 2018/5

MyMM is a leading mobile fashion eCommerce platform seed invested by dominant retail industry players: Wharf Group; Lane Crawford.Our mission is to deliver the best end2end consumer experience for premium and luxury brands

- Responsible for product UI design, participate in user research and analysis.
- Update and iterate the new feature of the product according to the feedback of user research.

Info

https://julieguo.xyz julieguo0@gmail.com (86)13022154102

Education

Jiangnan University
Digital Media Technology

Skills

Tools:

Sketch
Adobe Suite
Figma
HTML/CSS
Git/Github
Invison

Abstract Principle

Framer

Design:

Design Thinking Motion Graphics Interaction Design Design systems Competitive Analysis Rapid Prototyping