

Junxiang Yao (Jason)

Product/UX Designer with Coding experience.

yaoxjason@gmail.com
805-252-9735

Portfolio: yaoxjworks.com
linkedin.com/in/junxiangyao/

Education

M.Des. in Interaction Design California College of the Arts (CCA)	Sep 2019 - Dec 2020
UX Design Certification CareerFoundry	Jul 2019 - Jul 2020
M.S. in Media Arts and Technology University of California, Santa Barbara (UCSB)	Sep 2015 - Jun 2019
B.E. in Industrial Design Nanjing Agricultural University (NJAU)	Sep 2011 - Jun 2015

Work Experience

UX Consultant WanderKit, San Francisco - Conceptualised the dashboard and the website through visual concepts, wireframes, information architecture, and mock-ups. - Conducted research using mixed methods and worked alongside the marketing and strategy team to find insights.	Jul - Dec 2020
UX and UI Design Consultant Children's Creativity Museum, San Francisco - Conceptualised a digital portal for the museum to engage their current count of 10,000+ children. - Headed the design team of 5 as a project manager.	Feb - Dec 2020
Teaching Assistant (IxD, Systems class) California College of the Arts, San Francisco - Assisted professor Erin Malone (Chair IxD, BFA at CCA) to design her class imparting information on feedback loop, conceptual models, stakeholder and ecosystem maps. - Organised and led critique sessions regularly for a class of 12 students.	Jan - May 2020
User Interface Design Intern UEC Group Limited, Beijing - Designed the SaaS platforms that organize and analyze news data. - Collaborated with front-end engineers in product critique and redesign the information architecture.	Jul - Sep 2018
Visual Communication Designer University of California, Santa Barbara - Designed the communication collaterals for the End of the Year Show for the Media Arts and Technology department - Created visual identity (print & digital) to demonstrate works of 30+ artists.	Mar - May 2017

Skills

Design - Interviews, Affinity Mapping, Insights Finding, Models & Frameworks, System Mapping, User Flows, Storyboards, Wireframing, Prototyping, Usability Testing

Software - Figma, Framer X, Sketch, Unity 3D, Adobe Creative Suite, Miro

Programming - Javascript (React, D3, P5), HTML, CSS, C#, Processing, Arduino