Junxiang Yao (Jason)

jxyao@cca.edu
805-252-9735

linkedin.com/in/junxiangyao/

Education

M.Des. in Interaction Design, California College of the Arts (CCA)
09/2019 - 12/2020

M.S. in Media Arts and Technology, University of California, Santa Barbara (UCSB)
09/2015 - 06/2019

B.E. in Industrial Design, Nanjing Agricultural University (NAU)
09/2011 - 06/2015

Work Experience

UI/UX Intern *07/2020 - 10/2020*
WanderKit**,** San Francisco
- Conducted user research and design validations
- Designed visual concepts, wireframes, UX flows and mobile/desktop mock-ups
- Contributed to visual and product designs as well as high-fidelity prototypes
- Assisted with user acquisition campaigns and onboarding strategies

Teaching Assistant *01/2020 - 05/2020*
CCA**,** San Francisco
TA for Systems class at BFA Interaction Design department. Worked with the professor
to organize lectures, lead critique sessions, and give feedback to assignments. The
focus of the class was to get students familiar with different ways to consider information
architecture and thorough systemic thinking.

User Interface Design Intern *07/2018 - 09/2018*
UEC Group Limited, Beijing
- Participated in the designing of user interface for SaaS platforms that organize and
analyze news data for networks and newspapers driven by natural language processing.
- Analyzed the information structure and user experience of web-based products; collab-
orated with the front-end engineers in product critique and redesign.

Graphic Designer *03/2017 - 05/2017*
Media Arts and Technology Department, UCSB, Santa Barbara
- Designed and participated in developing the visual identity for different media types.
- Designed the typography of the show posters and postcards.

Design Researcher Volunteer *02/2020 - Present*
Children's Creativity Museum, San Francisco

Projects

Visualizing Time Oriented Data in Virtual Reality
A data visualization project in virtual reality environment written in C# and driven by Unity
and Oculus Rift.
- Used check-out data from the Seattle Public Library retrieved by MySQL.
- Developed different ways of navigation and interaction in virtual reality environment.

Augmented Reality (AR) Navigation App
An Android navigation app, featuring both AR hand-tracking and voice control UI, integrat-
ed with AR information overlay function developed with Google Map API and Vuforia SDK
- Designed and developed a touch-free way of user interaction, which enables both hand-
in-the-air button selection and voice control on Google Nexus 7.
- Designed and implemented UI components overlaid in the 3D world using OpenGL ES.

Skills

Software - Sketch, Figma, Framer X, Unity 3D, Balsamiq, Adobe Photoshop, Adobe
Illustrator, Adobe InDesign

Programming - Javascript, HTML, CSS, C#, Processing, Arduino

Portforlio

yaojxworks.com