

# William Jin

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## Work Experience

### IBM / Product Design Intern

Feb - Jun 2019, Beijing, China

- Independently redesigned the EDPA's information architecture, 5+ user flows and 40+ interfaces with several engineers in a week. EDPA is a platform for non-technical and technical employers to manage big data together, and was finally shipped.
- Designed the structure and interfaces, and made an interactive Hi-Fi prototype for the RPA Robot Management Platform.
- Conducted competitive analysis and designed interfaces for the IBM DevOps.
- Enhanced the information visualization and App design of the Smart Community.
- Redesigned the interaction process and interfaces of the EMMA, a web-based product allowing companies to assess their positions.

### Ainnovation / Product Design Intern

Sep - Dec 2018, Beijing, China

- Designed the information architecture and interfaces of the Orion AI data training platform. Conducted user research on machine learning engineers.
- Performed user experience design for the smart vending machine, including purchasing process, mini-program of Wechat, interface design, advertisement design, increased its registration rate by 12% by applying a modal window, animations, and loss aversion theory.

### Tencent / Product Manager Intern

Jun - Aug 2018, Shenzhen, China

- Conducted user research and competitor analysis, designed the information architecture of the platform.
- Established the Welink, a B2B product to make the entire building completely intelligent.
- Independently made the design principle of Welink, according to visual hierarchy, Gestalt theory, and data visualisation. Accelerated the design and development process of Welink by approximately 30%.

## Education

### Carnegie Mellon University

2019 - 2021, Pittsburgh, Pennsylvania, GPA: 3.65/4.0

Master of Entertainment Technology

Producer:

Designed and developed experiences (including VR, AR and MR experiences) with a team of 5. Designed and refined UI/UX via playtesting, held QA testing, held meetings, set team objectives, assessed technical difficulties and communicated with engineers and artists.

### Beijing University of Posts and Telecommunications (BUPT)

2015 - 2019, Beijing, China, Major GPA: 3.78/4.0

Bachelor of Engineering in Industrial Design (Beng)

### University of Oxford

Summer 2018, Oxford, UK, GPA: 91/100

Artificial Intelligence, Numerical Analysis & Image Processing

#### - Relevant Coursework

Building Virtual World (Producer, Designer), Interaction Design, Usability Test, User Experience Design, Java, Data Structures, Database, Product System Design, Computer Graphics, Production & Leadership

## Skills

#### - Design:

Competitor Analysis, User Research, Usability Test, Wireframes, Journey Map, Empathy Map, Kano Model, Blue Map, SWOT

#### - Programming:

Java, React.js, HTML5 + CSS3, Javascript, Sql, Python, C++, C#

#### - Tools:

Sketch, Principle, Adobe Suite, Invision, Framer, Figma, SPSS, Xcode, Rhino, Axure, Unity, Cinema 4D

## Projects

- **Quenews**: A queue-based news app designed for commuters.
- **Pianooooo**: A business model of piano sharing.
- **Golf Desk (Red Dot Award 2018: Winner)**: A stress-relieving desk.
- **Fairy (IF Design Talent Award 2018: Gallery)**: An Interactive Lamp.
- **Fairy (IF Design Talent Award 2018: Gallery)**: A drone-based service design.
- **IKEA (Global Game Jam 2019: Jammer's choice)**: A human-chair chasing game.