# William Jin

Personal Website: https://williamj-in.github.io
Email: qiuj@andrew.cmu.edu
Phone: (412) 626 - 4247

## Education

### Carnegie Mellon University
Pittsburgh, PA
2019 - May 2021

*Master of Entertainment Technology*

- BVW (Building Virtual World), Producer: Designed and developed a game (including VR, AR and MR games) with a team of 5 in every 1 or 2 weeks. Designed and refined UI/UX via playtesting, held QA testing, held meetings, set team objectives, assessed technical difficulties and communicated with engineers and artists and let the team collaborated effectively.

### BUPT (Beijing University of Posts and Telecommunications)
Beijing, China
2015 - 2019

*Bachelor of Engineering in Industrial Design*

- EZChat: Designed a social media to alleviate anxiety (Graduation Project)
- Golf Desk: Red Dot Award 2018: Winner

### University of Oxford
Oxford, UK
Summer 2018

*Exchange Program*

Relevant Coursework:

Building Virtual World (Producer), Interaction Design, Usability Test, Data Structures, Database, Product System Design, Computer Graphics, Artificial Intelligence, Numerical Analysis & Image Processing

## Work Experience

### IBM · Product Design Intern
Beijing, China
Spring & Summer 2019

- Independently redesigned the EDPA's information architecture and interfaces with several engineers in a week.
- 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 App design of the Smart Community.
- Redesigned the interaction process and interfaces of the EMMA, a web-based product allowing companies to asses their positions.

### AI Institute of Sinovation Ventures · Product Design Intern
Beijing, China
Autumn & Winter 2018

- Designed the structure and interfaces of the Orion AI data training platform.
- Performed user experience design for the smart vending machine, including purchasing process, mini-program of Wechat, interface design, advertisement design, and the linkage of the machine door; increased its registration rate by 12%.

### Tencent · Product Manager Intern
Shenzhen, China
Summer 2018

- Explored user's demand, distinguished the level for each function zone, and determined the information structure of the platform.
- Established the Welink, a B2B product to make the entire building completely intelligent.
- Determined the design principle of Welink

## Skills

- Programming: C#, C++, Python, Html, Css, Javascript, SQL, Swift
- Research: Persona, Usability Test, Journey Map, Business Model Canvas, Service Blue Map, Kano Model, SWOT
- Software: Adobe Suite, Sketch, Principle, Xmind, Xcode, Rhino, Invision, Axure, Cinema 4D

## Personal Projects

- Quenews: A queue-based news app
- Pianooooo: A business model of piano sharing
- Redesign of 12306 (a ticket booking website) and its App in 1 day