

WORK EXPERIENCE

Sr. Design Engineer / Twitter, Design Systems

Feb 2019 to Jun 2021, San Francisco, CA

- Core member of Twitter Design Systems team, responsible for design system strategy and roadmap, component libraries, creation process, contribution model, design system training and education.
- Created the Figma library for Feather Design System with core design token styles, 90+ Figma components, design guidelines, helping 100+ designers deliver consistent and high-quality design.
- Co-owner of the Feather React and CSS component library and its cross-discipline documentation website, supporting 230+ products across Twitter with continuous delivery.
- Led Feather design team in defining and building the new Twitter visual design language, unifying the user experience across different systems and implementing the new Twitter brand in production.

Lead Front End Engineer / IBM, Watson Education

May 2016 to Jan 2019, Austin, TX

- Worked with leadership team and offering management in strategic and tactical activities, including product roadmapping, release planning, client engagement and so on.
- Led the front end dev team in delivering pixel perfect user interface for IBM Watson Enlight with efficient, scalable and maintainable code within an agile sprint cadence.
- Pushed the creation of design style guide and turned it into a front end toolkit with 60+ reusable components, improved user experience accessibility and consistency across products.
- Promoted the adoption of modern technology and methods to optimize product performance and scalability, improved code quality and dev workflow, fostered a culture of embracing agile development and continuous delivery.

UX Designer / IBM, Design Studio

Jul 2014 to May 2016, Austin, TX

- Redesigned the user experience of IBM Information Lifecycle Governance solution suite through continuously user research, iterative design, rapid prototyping and usability evaluation.
- Created design guideline and front end coding toolkit to pursue unified user experience across different products living in the same platform.
- Evangelized IBM Design Thinking on the global product team and contributed in developing strategy for rebuilding the design oriented offering portfolio.

EDUCATION

University of Michigan, School of Information

May 2014, Ann Arbor, MI, US

- Master of Science in Information, specialized in Human-Computer Interaction. GPA 3.94 / 4.00.
- Focused on front end development, user experience methods and interaction design.

Renmin University of China, School of Information

Jun 2012, Beijing, China

- Bachelor of Engineering, majored in Management Information Systems.

SKILLS & TOOLS

- Design:** Personas, Empathy Map, User Journey, Storyboarding, Wireframing, Rapid Prototyping, Usability Testing, Competitive Analysis, Interview & Survey
- Develop:** HTML5, CSS3, Sass/Less, Javascript, React, Node.js, Webpack, Git
- Tools:** Figma, Sketch, InVision, Framer, Adobe Creative Suite, VS Code

工作经历

交互设计技术专家 / Twitter, Design Systems

2019.02 – 2021.06, 旧金山, 加州, 美国

- Twitter设计系统组核心成员, 负责公司设计系统的战略部署与产品规划, 组件库的设计开发与维护及其创建流程和贡献模型的制定与实施, 以及设计系统的内部培训与推广。
- 创建了Feather设计系统下的Figma设计组件库, 其中包含150多个核心设计元素, 90多种UI组件, 并制定了全局设计准则以及组件的使用规范, 推动整个设计部门100多名设计师更高效地创造和递交具有统一品牌特征的高质量设计文档。
- 负责Feather设计系统React和CSS Web组件库及其文档的开发与维护, 通过敏捷开发以及持续交付的模式无间断支持Twitter 230多个网页端产品的前端开发与运维。
- 带领Feather设计团队参与定义和构建全新的Twitter设计语言, 通过该设计语言规范进一步完善和统一了不同系统及平台间的用户体验, 在各线产品中树立全新的Twitter品牌形象。

资深前端工程师 / IBM, Watson Education

2016.05 – 2019.01, 奥斯汀, 德州, 美国

- 积极配合Watson Education产品组的领导及产品团队参与平台战略规划的各项活动, 包括研制产品路线图, 制定产品发布与开发计划, 以及一线客户的接洽与合作等。
- 带领IBM Watson Enlight的前端开发团队, 与产品、设计、中后端、数据科学组密切合作, 以敏捷开发和持续部署模式递交高效、可扩展、易维护的前端代码, 产出像素级完美用户界面。
- 推动产品设计指南的制定, 并据此搭建了包含60多个可复用组件的前端开发库, 大幅提高了前端开发的效率以及全平台产品用户体验的可用性和连贯性。
- 带领开发团队共同研究并应用前沿技术与开发流程, 完善产品性能和可扩展性, 优化代码质量和工作流程, 推动敏捷开发和持续交付的开发实践。

用户体验设计师 / IBM, Design Studio

2014.07 – 2016.05, 奥斯汀, 德州, 美国

- 通过持续性用户研究、迭代设计、快速原型开发及可用性评估的工作流程, 全新设计了IBM Information Lifecycle Governance产品套件的用户体验。
- 创建团队设计工作指南及对应的前端开发工具包, 促进了同平台产品套件的体验一致性。
- 代表IBM Design Studio在全球产品团队中推广IBM设计语言与思维, 为产品组、开发组、市场组以及领导团队做相关培训, 推动了以设计为导向的产品开发运维战略计划的重建。

教育背景

密歇根大学 – 信息学院

2014.05, 安娜堡, 密歇根州, 美国

- 信息科学硕士, 人机交互专业, GPA 3.94 / 4.00。主修用户研究方法论, 交互设计, 前端开发。

中国人民大学 – 信息学院

2012.06, 北京, 中国

- 工学学士, 信息系统与信息管理专业。

技能与工具

体验设计: Personas, Empathy Map, User Journey, Storyboarding, Wireframing, Rapid Prototyping, Usability Testing, Competitive Analysis, Interview & Survey

前端开发: HTML5, CSS3, Sass/Less, Javascript, React, Node.js, Webpack, Git

软件工具: Figma, Sketch, InVision, Framer, Adobe Creative Suite, VS Code