

# LIANE QIN

|  | 1992's | User Experience Designer

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💻 mine323.github.io/Art/

## ABOUT ME

I have 6+ years of work experience in UI & UX design.

I am interested in to-B products.

I am keen on establishing design guideline.

I am enthusiastic for both art and coding.

I am passionate about extreme sport - surfing.

## EXPERIENCES

### Senior UI Designer | Facishare

2016.2-2017.5 | Beijing

Responsible for designing and optimising Facishare's core products: CRM, Process Management, Instant Messaging. Led the establishment of Style Guidelines, ensuring the design consistency cross platforms (Android, iOS, and the web).

### UI Designer | Changyou.com

2013.9-2015.4 | Beijing

Solely responsible for user interface design, brand design and motion design of LOCX, the main project of the company. Assisted product managers optimising user experience of mobile and web applications.

### Visual Designer | Gamewave

2012.1-2013.7 | Beijing

Responsible for visual design, prototyping, front-end development of the company's websites and platforms.

## DESIGN PORTFOLIO

Website: <https://mine323.github.io/Art/>

Behance: <https://www.behance.net/innsArt>

## EDUCATION

### Master of Design

#### Majored in Interaction Design

Monash University

2020-2021 | Melbourne · Australia

### IELTS Preparation Course

TEG English Centre

2018-2019 | Southampton · England

### Bachelor of Arts in English

Beijing Foreign Studies University

2013-2017 | Beijing · China

## SKILLS·TOOLS

UI·UX Design

Prototyping·Wireframing

User Research

Information Visualization

3D Modelling

Augmented Reality

Cinematography

### Codes

HTML, CSS, Basic Javascript,

Basic C+

### Tools

Sketch, Figma, Photoshop, Protopie,

Unity3D, Blender, Premiere Pro