Miranda Mo

Product Designer & Storyteller

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EDUCATION

Brown University

Sep 2018 - May 2022 • Providence, RI
B.S. Computer Science (GPA 3.9)

EXPERIENCE

UX Design Intern • SenseTime

May 2020 - Present • Shanghai, China
Created a new data management experience for AI community web app used by provincial government. Designed characters in Maya and education platform interface for 135K+ students and 250+ schools.

Director of Design • Hack@Brown

All-inclusive and accessible hackathon hosting 500+ students

Sep 2019 - Present • Providence, RI
Spearheaded website UI/UX design, reached 1500+ users at peak. Collaborated with Development and Publicity to build website and ensure brand consistency. Produced 20+ visuals with Cinema4D.

Teaching Assistant, CS1300 UI/UX • Brown CS Dpt.

Sep 2020 - Present • Remote
Organized weekly studios and office hours for 100+ students. Redesigned assignments, taught design thinking & tools, JS, React.

Lead Designer • IvyHacks

Virtual hackathon co-hosted by 6 Ivy Leagues welcoming 3000+ students worldwide

Jul - Oct 2020 • Remote
Led 8 students to create website UI/UX and brand identity. Crafted 20+ 3D assets for social media, gained 700+ Instagram followers.

Research Developer • 3D Perception and Action Lab

Feb 2020 - Present • Providence, RI
Investigated cognitive system's 3D recreation from 2D cues in VR. Built 3D environment in Unity for haptic response experiments.

Brand Design Intern • Superunion

Jun 2018 - Aug 2018 • Shanghai, China
Created brand graphics and deck layouts; only intern design featured in final pitches. Assisted Strategy with market positioning analyses.

PROJECTS

SenseSpace   Jul - Nov 2020

SenseTime's AI smart community app
Improved information architecture by analyzing personas, prototyped lo-fi and hi-fi weekly iterations.

Feed Me   Nov 2019

Web app connecting those off meal plan to others with extra meal credits
Interviewed 10+ students, analyzed competitors, created prototypes, conducted user testing, developed front-end with Python Flask, CSS, JS.

SKILLS + INTERESTS

DESIGN

Interaction/UI/3D Design, Interviews, Journey Mapping, Competitor Analysis, Wireframing, Prototyping, Usability Testing

TOOLS

Figma, XD, Sketch, Axure, Photoshop, Illustrator, InDesign, After Effects, Principle, Maya, Cinema4D

PROGRAMMING

HTML/CSS, JavaScript, React, Java, Python, Unity

INTERESTS

Pole dancing, calligraphy, fitness, speaking French