

# Miranda Mo

Product Designer & Storyteller

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## EXPERIENCE

### SenseTime • UX Design Intern

May - Nov 2020 • Shanghai, China

Worked cross-functionally with PMs, engineers, and designers to create a new data management experience for AI smart community web app used by the government. Designed education brand 3D characters and website UI/UX for 135K+ students and 250+ schools.

### Autodesk • User Experience Intern

Inventor Team Shanghai. Offer rescinded due to COVID-19.

### Hack@Brown • Director of Design

All-inclusive and accessible hackathon hosting 500+ students

Sep 2019 - Present • Providence, RI

Spearheaded website UI/UX design, reached 1500+ users at peak. Produced 20+ 3D motion and visual designs with Cinema4D.

### Brown University • Teaching Assistant, CS1300 UI/UX

Sep 2020 - Present • Remote

Organized weekly studios and office hours for 100+ students. Redesigned assignments, taught design thinking & tools, JS, React.

### 3D Perception and Action Lab • Research Assistant

Feb 2020 - Present • Providence, RI

Built 3D environment in Unity for haptic response VR experiments.

### IvyHacks • Lead Designer

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

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.

### Superunion • Brand Design Intern

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.

## EDUCATION

### Brown University

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

## PROJECTS

### Feed Me

Nov 2019 - Present

Connecting students with excess meal credits to others for sale and donation

Responsible for interaction design and Flask front-end. 6000+ potential users.

### Growing Pains

Dec 2019

3D animation about two plants fighting for sunlight; created in Maya, team of 4

Directed 50% of the character animation and modeling, produced original soundtrack.

## SKILLS + INTERESTS

### DESIGN

Interaction Design, Journey Mapping, Competitive Analysis, Wireframing, Prototyping, Usability Testing

### TOOLS

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

### PROGRAMMING

HTML/CSS, JavaScript, React, Java, Python

### INTERESTS

Pole dancing, calligraphy, French