

# Miranda Mo

Product Designer & Storyteller

mirandamo.com  
miranda\_mo@brown.edu  
(+86) 138-1848-8964

## EXPERIENCE

### Microsoft • UX Design Intern

Dec 2020 - Present • Shanghai, China

Delivered 2 B2B products and Azure technical demos for clients. Collaborated with Mixed Reality engineers to develop UX solutions, 3D models, and MR environment with Unity and C#.

### 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 • Experience Design Intern

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 Offer rescinded due to COVID-19.

### Hack@Brown / IvyHacks • Design Lead

All-inclusive and international hackathons hosting 500+ and 3000+ students

Sep 2019 - Present • Providence, RI

Spearheaded website UI/UX design, reached 1500+ users at peak. Produced 40+ 3D motion and visual designs with Cinema4D / Maya. Led 8 designers to gain 700+ Instagram followers in 2 months.

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

Sep - Dec 2020 • Remote

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

### Superunion • Brand Design Intern

Jun - Aug 2018 • Shanghai, China

Redesigned brand graphics and visual identity for Wei-Chuan and Ping An Healthcare. Conducted market analysis for brand strategy.

## 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  
Led product design, business strategy, and Flask front-end.  
6000+ potential users.

### Growing Pains

Dec 2019

CGI 3D film created in Maya, team of 4  
Directed 50% of the character animation and modeling, produced original soundtrack.

## SKILLS + INTERESTS

**DESIGN** • Product Strategy, User Research, Rapid Prototyping, Wireframing, Usability Testing

**TOOLS** • Figma, XD, Sketch, Illustrator, Photoshop, InDesign, After Effects, Principle, Maya, Cinema4D, Unity

**PROGRAMMING** • HTML/CSS, JavaScript, React, Java, Python, C#

**INTERESTS** • Pole dancing, calligraphy, French (intermediate)