

Melody Ting

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Education

Carnegie Mellon University
Class of 2018
B.H.A Cognitive Science & Art
Minor in Human-Computer
Interaction

coop.cx
Class of Fall 2018
Digital Marketing Apprentice

Skills & Tools

User Experience

User Research

User Testing

Prototyping

Wireframing

Adobe Suite

Figma

HTML/CSS

Sketch

Experience

Virtual Facility | Design Lead June 2019 - now
Created a design system and language for data-driven, facility automation software and executed key product decisions.

Collaborated with engineering and product teams to consistently deliver high-quality designs with a focus on data manipulation and visualization.

Orai | Product Designer January 2019 - June 2019
Conducted user research, testing, and re-designed the user experience for a mobile speech coach that has served over a million users globally.

Tesla | UX Design Intern January 2018 - August 2018
Served as the sole designer on the Supply Chain Automation team to conceptualize and produce a range of semi-automated software and hardware-driven solutions for logistics tracking and internal use.

EA | Multiple Internships Summer 2017
Maxis | UX Design Intern October 2017-December 2017
Designed a core feature for the Sims mobile game - a community with a player base of over 80 million during the time - that increased player-to-player engagement.

Visceral | UXUI Design Intern May 2017-October 2017
Created user interfaces and designed feedback systems for a Star Wars console game under the direction of Amy Hennig.

Projects

Cabinet Summer 2019
Designed a mobile experience for a NFC medication bottle that surfaced key details, directions, and resources at a literal tap.

Collegebacker Fall 2017
Redesigned the onboarding experience for a financial literacy and college funding platform for underprivileged students and marginalized families.