melody ting

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education

Carnegie Mellon University 2018
Bachelor of Humanities & Arts
Cognitive Science & Art

Minor in Human Computer Interaction

skills & tools

User Research
User Testing
Prototyping
Interaction Design
Visual Design
Wireframing
Design Problem Solving
Adobe Applications
Zeplin
Figma
Sketch
Google Analytics

work experience

Virtual Facility | UX/UI Product Designer   July '19-current
Establishing design language and owning the entire feature lifecycle for consumer-facing facility automation and data visualization software.

Orai | Product Designer   January-July '19
Conducted user research, led initiatives on new designs, and created flows and assets for a mobile speech coach with over 1.5 million users worldwide.

Tesla | UX/UI Design Intern   January-August '18
Designed and implemented a suite of logistic tracking tools including the overhaul of a searchable shipment tracking map, email notifications, and several mobile apps for adoption across the company's supply chain operations.

EA Maxis | UX/UI Design Intern   October-December '17
Designed a voting feature for the Sims Mobile - a game that has over 2 million downloads - that became key in supporting the social networking component of the game.

EA Visceral | UX/UI Design Intern

May-October '17
Collaborated with gameplay designers and engineers to design, prototype, and script user feedback systems for in-game experiences and create interface assets.

May-August '16
Created and implemented UI elements on an undisclosed Star Wars title with visual scripting in EA's in-house game engine and conducted UX research.

side projects & collaborations

Cabinet   ongoing
Serving as a design consultant for a DTC pharmaceutical company.

Collegebacker   September-December '17
Designed client onboarding experience for a financial literacy and college savings platform that serves low-income families.