

# Melody Ting

mting780@gmail.com | melodyting.com | linkedin.com/in/melody-ting

## 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.