# Michael Ji

Design the accessibility of information and technology to be more efficient, interactive and exciting.

# PRODUCT + UX DESIGNER + GEEK

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### EDUCATION

### University of Washington

BDes in Interaction Design Class of 2019

### Leadership & activities

Microsoft Microsoft+UW Mentorship Program IxDA UW Design Mentor & Board Officer
UW Formula SAE Design Specialist
WEGET Magazine Design Director
China Entrepreneurship Network Design Lead

### DESIGN & RESEARCH SKILLS

Low-to-High Fidelity Design & Prototyping
Persona + User Archetype
Storyboarding + Wireframing
Affinity Diagramming
A/B Testing + Usability Testing
Psychological Design Strategies
User Experience Design
UI + Motion Design
3D Modeling + Printing
Product managment & leading

### TOOLSET

# Software Figma / Sketch / XD Adobe Creative Cloud AE / Principle Origami / Invision Cinema 4D

## **Programming**

Java / Swift (ARKit)
C# (Unity)
C++ (Arduino)
HTML / CSS
JavaScript

### EXPERIENCE

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Brex | Seattle, WA
Product Designer II
Dec. 2021- Present
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Lead designing & launching four products in Brex Empower rapidly with limited resources. Expert in Figma & AE to design & prototype. Work closely with EPDs crossteam.

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Facebook | Seattle, WA
Product Designer
Nov. 2019 - Dec. 2021
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In Novi team, designed and launched two P2P & three business payment products, split payment products. Expert in Figma, Sketch, Proton, Origami to design & prototype.

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Google | Mountainview, CA
UX Design intern
Aug. - Oct. 2019
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Designed Google Play Pass. It was launced in the end of my internship. Worked closely with different teams EPDs.

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Pioneer Square Labs | Seattle, WA
UX Design Intern
Jun. - Sept. 2018
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Worked closely with former Google & PopCap developers to design an interactive streaming mobile app for E-sports.

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UW Reasearch | Seattle, WA
Undergraduate UX Research Assistant
May. 2018 - Jun. 2019
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Collebrated with Dr. Aditya, Dr. Jason Yip and other RAs in different labs to re-designed YouTube Kids and a AR/VR dental and bathymetry app.

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Square Flag | Nanjing, China
Product Design Intern
Summer 2016
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Designed a remote-teaching APP for primary schools students and teachers