

PRODUCT DESIGNER

With two years of experience in interaction design, I excel in crafting seamless user experiences through user research and innovative design solutions. I've been instrumental in spearheading 0-1 projects, including B-end system enhancements, where I independently managed multiple roles to ensure project success.

EDUCATION

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| Arizona State University | Master of Science in Design |
| Aug 2018 - May 2020 | GPA: 3.97 of 4.0 Teaching Assistant Director of Digital Media Marketing in GPSA |
| Dalian University of Technology | Bachelor of Engineering in Industrial Design |
| Sep 2013 – June 2017 | GPA: 3.4 of 4.0 |

WORK EXPERIENCE

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| Hesai Technology | Interaction Designer |
| Apr 2021 - Mar 2023 Shanghai, China | <ul style="list-style-type: none">Led end-to-end design for 4 transformative 0 to 1 projects, while also playing a pivotal role in initiating the development of the company's UI component library.Redesigned UI/UX for company operation and production systems: EAM, MES, and OA.Upgraded Industry Series pages on the company website, aligning with business goals. |
| Loe Design | Design Researcher Intern |
| Oct 2020 – Mar 2021 Shanghai, China | <ul style="list-style-type: none">Contributed to an innovative design project for Midea Group by conducting desk research.Analyzed and summarized products from e-commerce platforms, identifying more than 20 key trends and competitors.Proposed product structure suggestions and created over 10 unique creative concepts. |

WORK EXPERIENCE

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| Hesai Technology | Visitor Management System |
| Oct 2021 – Apr 2022 Shanghai, China | <ul style="list-style-type: none">Oversaw entire project lifecycle from requirements to delivery.Gained 2700+ users with 40% internal employee usage post-launch.Replaced traditional paper registration as the sole visitor platform. |
| <u>ASU Grad Thesis</u> | Engage Gamification into Campus Counseling for International Students |
| Apr 2019 - Apr 2020 Tempe, AZ, America | <ul style="list-style-type: none">Conducted a survey with 62 international students to assess their psychological stress levels and attitudes towards campus counseling.Proposed enhancements to campus counseling through workshops and student interviews.Created an interactive prototype for improved campus counseling services. |
| <u>Boys&Girls Club</u> | User Researcher & Designer |
| May 2019 - Aug 2019 Round Valley, AZ, America | <ul style="list-style-type: none">Collaborated in a team of 11 to construct a playground for club kids aged 5 to 12.Conducted user research, organized workshops, collaborated with local leaders.Oversaw design, construction, and promoted the project via local media and websites. |

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| Skills | | | Tools | | | |
| Interface Design | Interaction Design | User Flows | Figma | Photoshop | Premiere | Principle |
| Design Research | Fast Prototyping | Visual Design | Sketch | Illustrator | After Effects | HTML/CSS |