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EDUCATION

University of Michigan School of Information

Master of Science in Information

GPA: 4.000

Expected May 2021 | Ann Arbor, MI

Mount Holyoke College

Bachelor of Art in Psychology Bachelor of Art in Sociology

May 2019 | South Hadley, MA

SKILLS

DESIGN

Accessibility
Persona
Prototyping
Scenario
Storyboard
User Flow Map
Wireframing

RESEARCH

Affinity Mapping Competitive Analysis Heuristic Evaluation Qualitative Interview Survey Design Usability Testing

TOOLS

Adobe Illustrator Adobe Photoshop Adobe Premiere Pro Adobe XD Figma InVision Miro Qualtrics

CODE

HTML / CSS JavaScript Python R SPSS

PROJECT EXPERIENCE

UX Designer & Researcher | Museum in Pandemic: ConnecTour

September - December, 2020, Ann Arbor, MI

- Worked in a team with three master's students to develop a virtual tour App prototype for museums and visitors to stay connected during the pandemic.
- Mainly responsible for interview analysis, survey design, wireframing, interaction design, and video production.

UX Designer & Researcher | Disability Advocates of Kent County (DAKC)

September - November, 2020, Ann Arbor, MI

- Investigated the current accessibility guide through conducting heuristic evaluation and comparative analysis.
- Designed interview protocol and interviewed five Grand Rapids residents for their experience and feedback.
- Created prototypes for redesigning the Experience Grand Rapids website.

Consultant | P3Mobility

September - November, 2020, Ann Arbor, MI

- Analyzed the current state of the insurance and connected vehicle industries and created a sales and consulting presentation.
- Designed interview protocol and interviewed the stakeholders for insights and feedback.

UX Designer & Researcher | University of Michigan - Voices of the Staff January - April 2020, Ann Arbor, MI

- Investigated user experience of university HR website and evaluated the system from several points of view.
- Mapped the interaction flow and compared the features and usability of the system with competitors' systems.

WORK EXPERIENCE

UI Designer Intern 1Cademy

January, 2021 - Present, Remote

- · Identify design issues and conduct literature reviews.
- Evaluate the current platform and proposing design ideas.
- Work in teams to build prototypes for the user interface.

HR Talent Development Intern| Greater China Gap Inc.

June - August 2017, Shanghai, China

- Led store traffic presentation project, discovered and analyzed Gap shopper behavior in Shanghai, China.
- Assisted Talent Management & Development team in providing in-training on-site support for two programs of mentorship and leadership development.
- Communicated with outside sources to prepare for company learning activities and materials.
- Translated materials for the training programs and designed program guiding books and journals, as well as collected and organized post-feedback.