

Jennifer Xie

GAME UI ARTIST

PORTFOLIO: xjenniferxie.github.io | EMAIL: xjenniferxie@gmail.com

I'm a Game UI Artist with industry experience in UI/UX design and software engineering, a background in visual design client work, and of course, a passion for video games.

WORK EXPERIENCE

TWITTER

Software Engineer II - Compute Team

July 2020 - August 2022

UI/UX & FRONT-END FOR INTERNAL TOOLS

- Capacity Dashboard UI: Led the design process to create a new Capacity Dashboard
 - Brainstormed ideas, designed low-fidelity & high-fidelity mockups, and facilitated UX testing
 - Worked with engineers and stakeholders to get feedback throughout the design process
- Kubernetes Dashboard UI: Designed and implemented changes to improve customers' user experience
 - Reorganized the dashboard's structure, and added features to display previously missing information
- Served as the UI/UX & technical expert for other internal tools (React UIs + APIs)

KUBERNETES

- Debugged and maintained a variety of Kubernetes controllers
- Restructured and improved content for both customer-facing and team-specific Kubernetes documentation

Design & Software Engineering Intern - Open Source Team

May - Aug 2018, May - Aug 2019

- Designed and developed the new version of opensource.twitter.com
 - Designed multiple rounds of mockups; iterated on the mockups based on stakeholder feedback
 - Used HTML/CSS/JS and Twitter's design system to build the website's front end

INNOVATIVE DESIGN

Web Team

Jan 2018 - Dec 2019

- Improved the functionality and visual design of clients' websites, and implemented the changes

Gold Team - Graphic Design

Aug 2017 - Dec 2017

- Designed logos and other graphic assets for student organization clients

iD TECH CAMPS: CALTECH

Programming Instructor

June 2017 - Aug 2017

- Created the curriculum and projects for the "Python" course, and taught the course to high school students

EDUCATION

B.A. in Computer Science | UC Berkeley

Class of 2020

SKILLS

UI/UX Design & Art — Figma, Photoshop, Illustrator, Sketch

Game development — Unity, C#, C++

Front-end — HTML, CSS, Javascript, React

Back-end — Python, Java, Scala, SQL, Golang, Kubernetes, GKE