

# Jennifer Xie

## GAME UI ARTIST

PORTFOLIO: [xjenniferxie.github.io](https://xjenniferxie.github.io) | EMAIL: [xjenniferxie@gmail.com](mailto: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](https://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