

Jennifer Xie

GAME UI/UX ARTIST

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

WORK EXPERIENCE

TWITTER

UI/UX Designer & 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, and wrote 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
- Created graphics (banners, logos, flyers) for events and teams across the company

INNOVATIVE DESIGN

Web Designer & Developer

Jan 2018 - Dec 2019

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

Graphic Designer

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, Sketch, Wireframing, Prototyping, Photoshop, Illustrator, Graphic design

Game development — Unity, C#, C++, Lua

Front-end — HTML, CSS, Javascript, React, Web development

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