

# JINGLIN SHAN

UI/UX Designer / Front-end Developer



## PROJECTS

### EventMap | 2018.3 - 2018.6, Senior Project

*EventMap* is an Android app targeting Stanford student organizations and event hosts who want to increase attendance to their free events. After hearing about this problem from my friend who was the president of a dancing club, I designed *EventMap* as a solution. I both designed its UI and took on the challenge of self-learning Android app development. *EventMap* was well-received by the audience at the software fair, and my faculty sponsor encouraged me to release it.

### The Openproof Project | 2017.5 - 2017.11, Summer Intern

The *Openproof Courseware* project is a website that provides services for learning undergrad logic curriculum. I was instrumental in designing the modern user interface for this ten-year-old website and was the lead programmer on the front-end. My design process involved intensive study on our users' behavior and communication with the project administrators.

### HerStory | 2017.2 - 2017.3, Class Project for CS247

*HerStory* is a web app that aims to facilitate one-to-one conversations among patients at different stages of battling breast cancer. *HerStory* allows users to write posts chronicling their feelings during their breast cancer journeys, and then would match users so that they can share their experiences. In *HerStory*, I performed thorough and detailed research of user needs, and led the effort to make the group meeting more efficient. I was a key player in sketching and prototyping the UI of *HerStory*, and I helped code our demo.

### Afrldge | 2016.9 - 2016.12, Class Project for CS147

*Afrldge* is an iOS app intended for home owners that are too busy to manage food in their fridges. *Afrldge* helps monitor food in the fridge, recommend recipes, and reduce family food waste. I advocated to solve this food management problem in our group discussion, and later on took the role of UI lead.



## EDUCATION

### Stanford University / 2014-2018

Bachelor of Computer Science

## OBJECTIVE

Seeking for a **full-time UI/UX designer** position where I can maximize my three years of training in design and coding.

## CONTACT ME



Portfolio  
[xsapphire.github.io](https://xsapphire.github.io)



Phone  
+1 (650)307-7412



Email  
[jingins09@gmail.com](mailto:jingins09@gmail.com)



Address  
3616 South Court  
Palo Alto, CA 94305

## DESIGN MANIFESTO

### VALUE USERS' NEEDS

A good design meets the needs of its target users. Thus I always start my project with user research and tailor my designs to their needs.

### REASON FOR EVERY DESIGN CHOICE

A good design considers the needs, behaviors and cognitive barriers of target users. If our team fail to agree on one design, I would propose a simple user test.

### PROPOSE ALTERNATIVE DESIGNS

A good design is one that has been evaluated against other competitive designs.

## PROFICIENCY

### DESIGN

Sketching, prototyping, using Photoshop

### PROGRAMMING

Proficient in HTML/CSS/JS  
Comfortable with Java in developing app  
Some experience with Angular JS/PHP/D3.js

### DATA PROCESSING

Have experience in R and Tableau