

ZIYI YANG

UX/UI designer

yangziyi11.github.io/portfolio

yangziyi93@gmail.com

1-812-349-8318

WORK EXPERIENCE

Samsung Electronics America (Bellevue, WA)

Senior UX designer, Aug 2021 - Now

- Give feedback and share design alternatives to HQ UX design teams, in order to improve usability, and comply UX requirement.
- Collaborating with Samsung legal team, HQ engineering team, TPM, and SEA PM team, my team (team of 4) successfully cleared out UX concerns from clients, and launched Samsung's recent flagships for ATT and TMO, including S22, S23, fold 5, flip 5 and Galaxy watch series.
- Lead 3 designers to improve Samsung MNO internal project management and reporting system. Work with VP and multiple stakeholders from identifying, conceptualizing, designing, prototyping, testing to delivering.
- Weekly 1:1 with members in the team to give feedbacks and remove blockers.

Samsung Electronics America (Bellevue, WA)

UX/UI Designer, Aug 2019 - Aug 2021

- Worked on Mission Critical Push-to-talk user experience in a B2B project. Samsung win IF design award 2021.
- Collaborated with 3rd party researchers to conduct focus group research on first responders. Prototyped key features to gather early user feedback.
- Worked with client product team and Samsung product team to refine product requirement.
- Led key features design and communication. Work with engineers to check concept feasibility. Release UI and GUI guidelines for engineers.
- Worked with QA team, engineers and client product team to resolve UX issues.

Samsung Electronics America (New Jersey)

UX Designer, March 2018 - Aug 2019

- Led UX communication with Verizon, Sprint, and USCC for the first One UI upgrade.

FirstBuild

Interaction Designer, Contractor, Nov 2017 - Feb 2018

- Redesigned the Opal Nugget Ice Maker App, the mobile interface their best selling product.
- Designed the full package for Opal cleaning kit, including box, instruction sheet and bottle label.
- Created UX/UI design, and created a prototyped for exhibition purpose.

Sphere

UI Designer, Sep 2017 - Nov 2017

- Redesigned Sphere logo.
- Redefined their color palette and fonts.
- Collaborated with front end developers, I designed for desktop website and modified it to fit mobile phones.

GE Appliances

Interaction Design Intern, May 2016 - April 2017

- Designed the flow and user interface for the ultra fast pizza oven.
- Produced multiple fully interactive prototypes for both exhibition and user testing purposes.
- Supported poster design for community program., Generated logo design for Global supply quality team, and Edison Engineering Development Program in GE Appliances.

Tsinghua University Human Factor Lab

Research Assistant, 2014 Summer

- Designed and Analyzed over 100 questionnaires with Minitab to study user's mental model.
- Produced the design and prototype.
- Hosted over 20 user testing sessions, and analyzed 40 recorded video sessions.

ZIYI YANG

UX/UI designer

yangziyi11.github.io/portfolio

yangziyi93@gmail.com

1-812-349-8318

OTHER PROJECTS

Mermaid: Mobile Solution for Social Anxiety

2016 Autumn to 2017 Spring

Pay for the Meal: 3D Art Project

2017 Spring

- Solo project for Indiana University's Fine Arts 3D Modeling course.
- Combined Maya's precision for crafting detailed 3D models with Unity's interactivity to create captivating scenes.
- Merged technical expertise with artistic vision to design immersive user experiences. Demonstrated mastery in 3D modeling, texturing, and interactive coding.

Dogo: Motion Sensing Game with Leap Motion

2015 Spring

- Collaborated in a duo for a User Experience Design project at Tsinghua University.
- Developed an immersive motion-sensing game using Leap Motion and Unity, showcasing expertise in user-centered design.
- Defined target users and core gameplay, seamlessly integrating Leap Motion API with Unity for an engaging experience.

EDUCATION

Indiana University, Bloomington

Master in HCI/d, Aug 2015 - May 2017

Hong Kong University

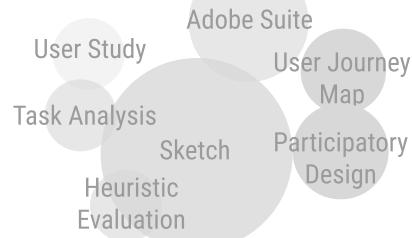
Exchange student in Industrial Engineering, Spring 2014

Tsinghua University

Bachelor in Industrial Engineering, Human Factor focused

PROFESSIONAL SKILL

DESIGN



Data Analysis with R/Python

Experiment Design
RESEARCH



PROTOTYPE



SOFT SKILLS