

Yanxin Jiang

UX Designer & Developer

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WORK EXPERIENCE

UX Developer

Aug 2022 – Feb 2024

EZOPS Inc., New York, NY

- Directed the end-to-end UX design process for an enterprise SaaS data acquisition and processing application as the founding designer on a global team of 20+ product managers and engineers.
- Conducted competitive analysis of 8 market leaders and held regular user interviews and usability testing with 15+ participants throughout the creation of wireframes and prototypes for a drag-and-drop workflow builder, dashboards, data grids, forms, and product marketing pages.
- Established and maintained the design system in Figma, ensuring consistency and efficiency throughout the project lifecycle. Collaborated with developers to optimize component implementation, achieving up to an 80-90% reduction in development time for major components.
- Presented design solutions and advocated for UX best practices through one-on-one conversations, regular team meetings, and a company-wide session attended by 120+ employees, including C-suite level executives.
- Streamlined front-end development efficiency by 10% through developing application features, user authentication pages, and resolving design alignment issues and bugs in JavaScript, React, HTML, and CSS.

Graphic Design Intern

Apr 2021 – Sept 2021

She Heals the World, New York, NY

- Produced release-ready graphics, audio, and video media for company advertisements, brand promotion, podcasts, and blog posts with a 92% first version approval rate, utilizing Photoshop, Premiere Pro, and Figma.
- Created a 4-page influencer media kit through iterative design, incorporating feedback from 5 participants to promote brand identity and attract podcast guests and collaboration opportunities.

Web Design Intern

June 2020 – July 2020

Ask Applications, New York, NY

- Designed over 30 legally compliant landing pages, advertisements, mockups, and digital assets for a diverse product portfolio with a 95% first version approval rate, utilizing Adobe Creative Cloud.
- Built and maintained 5+ landing pages for browser extensions using a proprietary CMS, JavaScript, and HTML/CSS.
- Collaborated with a product management intern to propose a redesign for 3 browser extension uninstall pages, aiming to boost installation rates and customer retention.

EDUCATION

New York University Tandon School of Engineering

Sept 2018 – May 2022

Bachelor of Science in Integrated Design and Media

- Minor in Computer Science, Minor in Science and Technology Studies
- Graduated magna cum laude (GPA: 3.85), Dean's List all semesters, Recipient of Tandon Scholarship

SKILLS AND TOOLS

- **Skills:** User Experience Design, Product Design, Wireframing, Prototyping, Interaction Design, Usability Testing, Graphic Design, Front-end Development, Branding, Game Design, Game Development, Video Editing, 3D Modeling
- **Tools:** Figma, Photoshop, Illustrator, XD, Premiere Pro, JavaScript, TypeScript, JSX, React, HTML/CSS, JIRA, Bitbucket, Git, Wix, WordPress