Yanxin Jiang

UX Designer & Developer

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WORK EXPERIENCE

UX Developer   **Aug 2022 – Feb 2024**

EZOPS Inc., New York, NY

- Led the end-to-end UX design efforts as the sole designer of a SaaS data acquisition and processing tool, ensuring the successful delivery of a user-centric and visually compelling product.
- Established and maintained the project's design system in Figma, including reusable UI components, visual styles, and interaction patterns across all screens and touchpoints.
- Collaborated closely with cross-functional teams to engineer comprehensive and effective solutions, aligning design principles and best practices with a keen sensitivity to business requirements and technical constraints.
- Conducted competitive analysis, user research, interviews, and surveys to guide design decisions.
- Designed and presented wireframes, mockups, and both low and high-fidelity prototypes to diverse stakeholders.
- Applied hands-on development skills in JavaScript (JSX, React), HTML, and CSS to translate designs into interactive user interfaces, demonstrating a holistic understanding of the design-to-development process.

Graphic Design Intern   **Apr 2021 – Sept 2021**

She Heals the World, New York, NY

- Directed the overhaul and redesign of a personal lifestyle brand's website, focusing on enhancing visual appeal and user engagement with utilization of Figma, Photoshop, and WordPress.
- Curated an influencer media kit showcasing a luxurious and feminine brand aesthetic to attract potential podcast guests and collaboration opportunities while promoting brand identity.
- Transformed raw audio and video footage into release-ready content for company advertisements, brand promotion, and podcasts.

Web Design Intern   **June 2020 – July 2020**

Ask Applications, New York, NY

- Designed legally compliant landing pages, advertisements, mockups, and digital assets for a diverse product portfolio utilizing Adobe Creative Cloud.
- Developed and maintained web pages leveraging a proprietary CMS, JavaScript, and HTML/CSS.
- Engaged in collaborative ideation sessions with the design team, contributing to the conceptualization and iterative refinement of deliverables.
- Partnered with product and marketing departments in the development of internal initiatives.

Design Intern   **June 2017 – July 2017**

Godwin Residential Construction, New York, NY

- Collaborated with interior designers and architects to fulfill client projects in the high-end residential market.
- Managed correspondence with a variety of companies through email, phone, and in-person communication to acquire samples and materials essential for achieving project goals.
- Engaged in architectural planning, client meetings, construction site visits, and team-building events.

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

- **Design**: Figma, Adobe Photoshop, Adobe Illustrator, Adobe XD, Adobe Premiere Pro, Adobe InDesign
- **Development**: JavaScript, HTML/CSS, JSX, React, Bitbucket, GitHub, Wix, WordPress, C++, Java, Processing, Python