

EXPERIENCE

UI/UX Design Intern | TigerGraph

May 2019 - August 2019

Designed the interaction patterns between functions and users to create simplified experiences of a graph analytics program.

Delivered low and high fidelity wireframes and prototypes to articulate functionality and user experience.

Collaborated with product developers to expand upon existing designs.

Design Intern | All Set Concierge

March 2019 - August 2019

Utilized web analytics and user research to critically review current company site design.

Designed with an awareness and understanding of device capabilities and product functionality.

Design Research Assistant | VR Home

May 2018 - Dec 2018

Interpreted research insights and built understanding of users and context.

Defined research scope and supported for variation of user contexts (culture, environment, and activity).

Delivered concept art for virtual reality spaces designed to emulate feelings of home.

EXTRACURRICULARS

Design Chair | Taiwanese Student Association

Oct 2018 - Present

Conceptualized and delivered a consistent brand image for org's showcases, fundraisers, and events. Creations included flyers, brochures, tickets, stickers.

Mobile App Developer | Design for America

Fall 2017 - May 2019

Developed an app to create a network for mentors and mentees; worked with a partner, used React Native and Expo.

EXPERTISE

Skills

Rapid Prototyping
User Research
Storyboarding
Wireframing
Motion Graphics
Illustration

Programming

Java
Python
HTML/CSS
JavaScript
p5.js + Processing
React Native

Software

Adobe CC
Maya
Fusion360
SketchUp
Unity
Arduino

EDUCATION

Carnegie Mellon University

BDes in Design and Human-Computer Interaction
Class of 2021
Dean's List Fall 2018