

SUMMARY

One half designer, one quarter prototyper, and one quarter artist, with 3 years of working experience as a project manager for innovative design projects. I'm a team player, thriving on collaborative and creative jobs, work well with cross-functional teams by effective communication and shared understanding. With the User-Centered Design skills I developed from getting my Master of Human-Computer Interaction + Design at UW, as well as my passions in technology, art, and people, I'm competent to design delightful user experience.

WORK EXPERIENCE

SWIPE TECHNOLOGIES, LLC | 2015-present

Techonology startup company works on apps that brings intuitive interactions and ease of daily life.

UX/UI DESIGNER (Freelance)

Conducted UX research and design, apply the findings and digital design principles into UI design process. Produced prototypes from low-fi to high-fi, as well as documentations with annotated descriptions for the development phase that follows. Supporting iterations after the initial launching of the apps.

MAZARINE LA MODE EN IMAGES | 2011-2014

World-top high-end event production agency based in Paris and dedicated to luxury and premium brands.

PROJECT MANAGER

Contributed to project management, proven ability to work on large and complex projects with \$10+ million budgets. Completed varied projects include gala dinners, fashion shows, opening ceremonies, and exhibitions.

Led the decor production. Created technical documentation to visualize concepts and solutions.

Acted as multi-functional liaison with designers, clients, venue providers, and manufacturing vendors.

Conducted the Beijing Branch Visual Identity redesign process.

BEIJING GUANXIANG ADVERTISING | 2011

Marketing and advertising agency specialized in real estate retail consulting, and statistics.

ACCOUNT EXECUTIVE

Worked with both design and strategy teams for advertising and marketing plans and advertorials.

Conducted market analysis, handled clients' inquiries, and executed project management by acting as liaison with internal designers.

CHINESE EUROPEAN ART CENTER | 2007 - 2011

An institute bridging Chinese and European art communication. **EXHIBITION ASSISTANT**

Led themed curation and organized students exhibitions.

Provided technical support for the museum and resident artists.

CONTACT

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EDUCATION

UNIVERSITY OF WASHINGTON, SEATTLE

Master of Human-Computer Interaction + Design 2015

SANDBERG INSTITUTE, AMSTERDAM (NL)

Academic **exchange** in Fine Arts Department

XIAMEN UNIVERSITY (CHN)

M.F.A in Multi-media Arts

LUDONG UNIVERSITY (CHN)

B.A in English 2007

NOTABLE CLIENTS

Cartier CÉLINE CHANEL













SKILLS

Design and prototyping tools, HTML/CSS/JavaScript, C++, UX design and research methods.

Chinese (Mandarin): Native **English**: Professional Proficiency Japanese/French: Basic

AWARDS & PRIZES

SIXPOINT MAKEATHON 2ND PLACE 2015 SHOBE STARTUP PRIZE FINALIST 2015 PROTOHACK SEATTLE 3RD PLACE 2015