

Experience.

Senior UX Designer | Belva.ai

Feb. 2024 - Current | Bellevue, WA

- Led a team of two UX designers in the development and delivery of MVP versions for three company products: Belva.ai, LawGoat.ai, and MYIO. Collaborated closely with the development team throughout the process.
- Conducted comprehensive feedback gathering from users and stakeholders to refine and iterate on the products, leading to the successful launch of their beta versions.

Lead of Product Design | Dasion

June. 2023 - Jan. 2024 | Remote

- Collaborated with the CEO to revamp the company's website and branding, catering to users, investors, and B2B clientele.
- Managed a team of 3 designers in developing the SaaS platform, liaising with business customers, and coordinating with engineers to ensure accurate design execution. Prepared pitch decks for seed fundraising and promotional efforts.

UI/UX Designer | PRESTARE (A DeFi Startup)

Aug. 2022 - May. 2023 | Remote

- Assisted web developers with design brainstorming and implemented prototypes via coding. Employed Figma for UI designs, brand guidelines, and fundraising pitch decks.
- Produced 52 promotional pieces for Twitter and YouTube, resulting in a 30% increase in YouTube subscribers.

UX Designer | SenseTime

May. 2021 - July. 2022 | Shanghai

- Teamed up with design and engineering professionals to craft an interactive experience inspired by the Hugo Award-winning novel, "The Three-Body Problem". Initiated design concepts and coordinated with external vendors.
- Managed 3 segments of the interactive experience, providing weekly updates to the CEO, and handed over the final design to the engineering department.

Intern UX Designer | Tencent

Sept. 2020 - April. 2021 | Shanghai

- Worked closely with product managers and computer vision engineers, creating AR interactions for WeShi and QQ apps through flow diagrams, interface design, and motion graphics.
- Supervised a trio of intern designers to meet the studio's daily requirements, including 3D modeling, interaction design, motion graphics, and the development of the lab's website landing page.

Education.

Brown University

Master of Art, Design Engineering

2022 - 2023 | GPA 4.0

Rhode Island School of Design

Master of Art, Design Engineering

2022 - 2023 | GPA 4.0

China Academy of Art

Bachelor of Architecture

2014 - 2019 | GPA 3.7

Skills.

Interface design, User research, Iterative prototyping, Design for accessibility, Wireframing, Information architecture, 3d graphic design, Motion graphics, Graphic illustration

Software.

Figma, Adobe XD, Blender, Rhino, InDesign, Photoshop, Illustrator, Premiere, After Effects, Framer, Webflow,

Programming.

HTML, CSS, Javascript, Arduino

Certificate.

Human-Computer Interaction (Georgia Tech, EdX) | 2021

Languages

Mandarin: native, English: fluent, French/ German: elementary