

EDUCATION

Carnegie Mellon University

Master of Integrated Innovation for Products
and Service | GPA 3.9/4.0 | Dec.2017

Harvard Summer School

International Marketing | Jun.2015 - Aug.2015

University of Minnesota - Twin Cities

BA in Economics | GPA 3.5/4.0 | May.2015

SKILLS

UX Methods

User Research, Competitive
Analysis, Personas, Scenarios,
User Journey Map, Storyboard,
Wireframe, Prototyping
Heuristic Evaluation,
Usability Testing

Software

Photoshop, Illustrator, Indesign,
InVision, Microsoft Office Suite,
SketchUp

Programming

HTML, CSS

Art

Sketch, Traditional Chinese
Painting, Poster color,
Seal Cutting

Language

Chinese, English

ACTIVITIES

Designer & HCI Panel Organizer

CMU Summit on U.S. - China Innovation
& Entrepreneurship | Jan.2017 - Present

Volunteer, Harvard Square Homeless Shelter

Phillips Brooks House Association | Jun - Aug.2015

Visual Designer

Domestic & International Student Association
Sept.2014 - May.2015

EXPERIENCE

Graduate Research Assistant, Integrated Innovation Institute

Carnegie Mellon University, PA | Nov.2016 - Dec.2016

- Assisted in identifying and analyzing the “innovation conversation” that is taking place on social media

Part-Time Visual Designer & UX Researcher

Operated an Online Store via Taobao Jinan, China | Jun.2013 - Aug.2016

- Managed web design of the store and marketing products
- Publicized local culture through designed postcards
- Sold over one thousand sets of postcards to targeted customers after conducting a comprehensive user analysis

Program Operations & Marketing Assistant Intern

Project Footsteps, Minneapolis, MN | Aug.2015 - April.2016

- Created sustainable relationships with businesses and community partners to develop anti-bullying campaigns
- Maintained and built upon current social media campaigns to empower youth to be agents of change and leaders in action
- Coordinated youth program-specific community involvement

Graphic Designer, Dept. of Advertisement

Yato Vision Studio (Online), China | Apr.2008 - Mar.2009

- Designed posters/banners based on clients requirement

PROJECTS

TriPitt - Mobile App Design

NetEase Design Challenge | Mar. 2nd - Mar.7th, 2017

- Conduct research through in-depth interview, literature review, persona, and competitive analysis
- Designed the interaction and user interface using PS and Invision
- Implemented two rounds of design iterations through usability testing to achieve intuitive interactions and improve UI

Quick Meet - Mobile App Design

University of Minnesota | Feb.2016 - April.2016

- Designed an app for U of M students to quickly make friends
- Generated the insights from user research and design research
- Led interface design and visual design using PS and MockingBot

SeeMore - Toy Product Design

University of Minnesota | Jan.2015 - May.2015

- Hand-made an educational playground toy for 3-5-year-old kids
- Presented the full-scale prototype at PLAYsentations to product designers, industrial leaders, and UMN community, etc.