



## EDUCATION

### ArtCenter College of Design

09, 2020 - Now  
Pasadena, CA

### Bachelor of Science | Interaction Design

- GPA: 3.85/4.0 with Distinction
- Undergrad Scholarship
- ArtCenter Provost's List

## RECOGNITION

### World IA Day 2024

03, 2024  
Pasadena, CA

### Invited Speaker

- Shared insights and a [project](#) related to **IA in Spatial Design**, highlighting **innovative approaches and solutions** in integrating information architecture within physical spaces.

## PROFESSIONAL EXPERIENCE

### SenseTime

06, 2021 - 08, 2021  
Shenzhen, China

### UX Design Intern

- **Designed and iterated prototypes for 3+ B2B platforms**, specializing in smart community, campus, and urban management solutions.
- **Collaborated closely with PMs and engineers** to merge diverse insights into user-focused functionalities.

### Purina Fancy Feast Sponsored Studio

01.2024 - Now  
Pasadena, CA

### UI/UX Designer

- Led **research and UI/UX design** for a Fancy Feast and ArtCenter sponsored project, conducting **10+ user interviews** for insights, also conceptualizing market-expanding, brand-boosting innovations.

### ArtCenter College of Design

05, 2022 - 08, 2022  
Pasadena, CA

### Teaching Assistant

- Guiding and mentoring **20+ students one on one** in using the **Processing language** for creating interactive games and visual installations.
- Collaborated with course instructors in **developing and delivering comprehensive class content**.

## PROJECT EXPERIENCE

### MuSee for Museum

09.2023 - 12.2023 (Revision)  
01, 2022 - 04, 2022 (Original)  
Pasadena, CA

### UX & UI Designer, Researcher

- Designed a AI powered **mobile app featuring over 100 wireframes**.
- Conducted extensive field research with **8+ on-site sessions, 15+ interviews**, a unified **design system** and **brand identity**.

## SKILLS

### Industry Skills

UX Experience Design, Wire-framing, User Research, User Journey Map, User Persona, User Scenario, Usability Testing, Data Visualization, Prototyping, Strategy Planing, 3D Motion Design

### Tools

Figma, Sketch, Adobe Creative Suite, Cinema 4D, Solidworks, Gravity Sketch, Twinmotion, KeyShot, Unity, Unreal Engine, Microsoft Office Suite, HTML/CSS, Python, Webflow, ProtoPie, Processing, React.js, Javascript

### Language

English (Fluent), Chinese (Native)