

JIEYING YANG

Interaction Designer

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SKILLS

Design:

Interaction Design
Interface Design
User Experience
Wireframing
Prototyping
Product Design
Information Architecture
Data Visualization
Usability Testing
System Mapping

Software:

Adobe Suite
Webflow
FramerX
Sketch
Principal
InVision
Arduino
Processing
P5.js
JavaScript
React
HTML
CSS
LucidChart

LANGUAGES

English
Mandarin

EXPERIENCES

California College of the Arts

Sep.2018—Present

Programming Coach

- Teach and explain how HTML, CSS, and Sketch work and offer solutions based on student's needs.
- Teach students how to debug their code and utilize existing code in open-source libraries like Processing and Arduino.

Advance Technical Sewing

May—Aug 2018

UX Designer/Web Designer

- Designed an onboarding system for new employees
- Analyzed existing website with Google Dev Tool and created various options for a new webpage.
- Created visual deliverables across varying levels of fidelity, from sketches and wireframes to interactive prototypes.
- Collaborated with PM to iterate in a fast-paced design-to-build environment, solving complicated problems with design, and implemented features in UI and UX flows.

Shengyu Electronic Co. LTD.

May—Aug 2017

Graphic Designer

- Worked under time constraints to create a company logo
- Expanded company influence on social media platforms (Facebook, LinkedIn)

EDUCATION

California College of the Arts (SF)

Sep 2016—May 2020

BFA Interaction Design

Coursework: Systems, Visual Interaction Design, Design Research, Computational Practice 1 and 2, Behavior, Cognitive Science, Objects & Space, Time Studio: Story, Model-making, Designing for Healthcare

Central Academy of Fine Arts (China)

Sep 2015—Feb 2016

Pre-college training

Coursework: Art History, Design Practices, Product Design