

Shian Yang

User Experience | Interaction Design

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EDUCATION

UX/UI Designer | Gage Travels Inc.

Seattle, 2018 - 2019

- Refined user interface design. Generated new features with workflow, wireframes, interaction and interface design.
- Produced visual design including logo, app store page.

Founder & Freelance Designer | CII Design Studio

Seattle, 2016 - 2019

- Designed website interface and brand image. Created 3D animation game trailers and promotional motion graphic videos.
- Clients: Top Pool Human Capital and Top Dragon Group Limited (Hong Kong), LIC Sound Lab (Beijing), Klasmann-Deilmann (Shanghai) and startup companies in Seattle.

Designer and Animator | 8D International & Magzila

Hong Kong, 2015 - 2016

- Designed characters' poses and animation; performed compositing and visual effects by using MAYA and After Effects.
- Led decoration and promotional design for festivals and events, including graphical visual design and 3D ornaments.

Master of Human-Computer Interaction + Design (GPA 3.88)

Seattle, 2019 - 2020

University of Washington

Master of Fine Arts in Film, Television and Digital Media

Hong Kong, 2012 - 2015

Hong Kong Baptist University

Bachelor of Arts in Musicology Minor in Television Directing

Beijing, 2008 - 2012

Communication University of China

SKILLS

User Experience Design
Interaction Design
Software Prototyping
Visual Design
Motion Design
2D & 3D Animation
Video Production
Storyboarding
Web Development

TOOLS

Figma, Sketch & Adobe XD
Principle
ProtoPie
Adobe Illustrator & Photoshop
Adobe After Effects & Premiere
Adobe InDesign
Final Cut Pro
Maya
HTML & CSS

PROJECTS

UX Designer & Researcher | Intel

Capstone, 2020 (on-going)

- Aim to improve the live-streaming experience in education for instructors and students, mainly focus on studio-based classes with hands-on activities.
- Currently in research stage, conducting primary and secondary research with educators, industry and academic professionals.

Full Process Design | CoverMe

MHCI+D, 2019 (10 Weeks)

- A digital product ecosystem focusing on equitable scheduling for restaurant wait staff.
- UX design lead. Prototyped and designed mobile and tablet interface to provide an optimized workflow.