

# Shian Yang

## User Experience | Interaction Designer

www.shian.website  
xymelli@uw.edu  
(425)-241-8324  
Seattle, WA

### ■ EXPERIENCE

#### UX/UI Designer | Tammira

Seattle, May 2020 - Current

- Designed user interfaces, conducted user research, usability testing, developing and conceptualizing a comprehensive UI/UX design strategy for the brand.
- Produced high-quality UX design solutions through wireframes and visual design, flow diagrams, storyboards, site maps, and prototypes.
- Worked closely with the marketing, Dev, and design team to ensure seamless web/mobile design.
- Responsibilities include the design and implementation of all the experiences a user has when interacting with the digital tool.

#### UX/UI Designer | Gage Travels Inc.

Seattle, Sep. 2018 - Feb. 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, Oct. 2016 - Mar. 2019

- Designed website interface and brand image. Created 3D animation game trailers and promotional motion graphic videos. My clients were in Beijing, Shanghai, Hong Kong and Seattle.

#### Designer and Animator | 8D International & Magzila

Hong Kong, Sep. 2015 - Aug. 2016

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

### ■ 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.

### ■ EDUCATION

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

Seattle, Sep. 2019 - Aug. 2020

University of Washington

#### Master of Fine Arts in Film, Television and Digital Media

Hong Kong, Sep. 2012 - Jun. 2015

Hong Kong Baptist University

#### Bachelor of Arts in Musicology Minor in Television Directing

Beijing, Sep. 2008 - Jul. 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