

Shian Yang

User Experience | Interaction Designer

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■ 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