

Shian Yang

User Experience | Interaction Designer

www.shian.website

xymelli@uw.edu

(425)-241-8324

Seattle, WA

EXPERIENCE

UX/UI Designer Intern | Tammira

Seattle, May 2020 - Jul 2020

- Redesigned web pages. The updated websites will provide more information for visitors and let them download phone application. I responded for interaction design, wireframes, low-fi to high-fi design. I worked closely with the visual design team.
- Refined App user flow, including built-up design system in Figma, designed phone interfaces. Worked closely with the Dev team and polished interaction components.

Videographer | University of Washington

Seattle, Sep. 2019 - Current

- Took charge of DUB seminar videos, including record, edit, and publish.
- Responsible for MHCI+D program official videos like faculty, alumni interviews, and student experience videos.

UX/UI Designer Intern | Gage Travels Inc.

Seattle, Sep. 2018 - Feb. 2019

- Refined user interface design. Generated new features with workflow, wireframes from low-fi to high-fi. Produced visual design including logo, app store page.
- Collaborated with coworkers and came up with solutions to the problems in the design process; brainstormed fresh ideas and offered suggestions to the projects.

Founder & Freelance Designer | CII Design Studio

Seattle, Oct. 2016 - Mar. 2019

- Established the customer-oriented studio and promoted it via social media.
- 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 | CoverMe

MHCI+D, 2019 (10 Weeks)

- A digital product ecosystem that focusing on equitable scheduling for restaurant wait staff to provide a predictable and supportive work environment.
- UX design lead. Designed prototyping and microinteraction. Took in charge of visual design and low-fi to high-fi interface design. Led user testing and iterations.

EDUCATION

University of Washington

Seattle, Sep. 2019 - Aug. 2020

Master of Human-Computer Interaction + Design (GPA 3.90)

Hong Kong Baptist University

Hong Kong, Sep. 2012 - Jun. 2015

Master of Fine Arts in Film and Digital Media

Communication University of China

Beijing, Sep. 2008 - Jul. 2012

Bachelor of Arts in Musicology
Minor in Television Directing

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

LANGUAGE

English

Mandarin

Cantonese