

Juan Ye (Juii)

Product | UX Designer

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🌐 www.juiiye.com

Education

University of Southern California

MFA, Design 12/2020

Hong Kong Polytechnic University

MDes, Design Practices 06/2013

Tongji University

BE, Automotive Design 07/2012

Skills

Digital Tools

(proficient) Illustrator, InDesign, Photoshop, After Effects, Premiere, Adobe XD, Sketch, Figma, Cinema4D, Blender, Rhinoceros
(basic) Python Scripts, Html, CSS, Unity

Languages

English, Chinese, Japanese

Achievements

GDUSA Design Competition

11/2020 USA | Wearable Nature design work was a winner in the competition

Amazon + Adobe Design Jam

09/2020 USA | App design was shortlisted as one of the honorable mention

International Disaster Prevention Technology Comm. Conference

07/2018 & 02/2017 Colombia | Invited to be a lecturer: talked about VR visualization of numerical tsunami simulation

BMW Day "Project J" Design Competition

10/2011 China | Won the second-place prize of BMW's new car series

China Anting Automotive Design Conference & Workshop

11/2010 China | Conceptual design of future mobility was selected to be on exhibition

Professional Experience

UX Design Intern

PocketCFO

Los Angeles, USA

12/2020 - present

- Conduct user-centered research, usability testing, and QA
- Create wireframes, mockups, prototypes, visual and animation design utilizing design system and communicate to stakeholders
- Design responsive webs
- Prepare social media marketing contents

Lead UI/UX Designer

Student Organization at USC

Los Angeles, USA

10/2020 - present

- <App going to launch in mid-2021>
- Design a mobile application and a website for a NGO
- Conduct user behavioral research and synthesize results
- Design user experiences that include information architecture, wireframes, graphics, animations, prototypes and mock-ups
- Conduct usability testing and design iteration

Teaching Assistant

USC Roski School of Art and Design

Los Angeles, USA

08/2020 - 12/2020

- Taught two 4-unit courses of ART 105: Art and Design Studio

Product Designer

Hydro Technology Institute Co., Ltd.

Osaka, Japan

08/2014 - 07/2018

- Designed user interface (UI) and user experience (UX) of web GIS platforms and mobile applications to help prevent disasters
- Created 3D digital models of cities to prepare Virtual Reality environments with realistic disaster simulations
- Visualized in 3D animations of large-scale data of numerical simulation results of disasters such as tsunami and landslide
- Visualized and re-designed inundation maps of major cities in Japan (published on-air by NHK)
- Created animations and motion graphics to show brand identity on official websites and pamphlets
- Assisted in marketing and business strategies for China, Korea, Colombia, and Brazil

Industrial Designer

Gate 8 Ltd.

Hong Kong SAR

10/2013 - 07/2014

- Designed retail interiors and furniture
- Worked on designing exhibition layouts in Paris
- Supervised manufacturing process

Design Intern

Tongji Automotive Design Research Institute

Shanghai, China

07/2011 - 09/2011

- Designed proposals for the next generation of Prius (sponsored by Tecnoart Research Toyota Japan)
- Acted as the project manager to organize the process of onfield research, user interviews, and meetings

Design Intern

Icona Design & Engineering Co., Ltd.

Shanghai, China

12/2010 - 02/2011

- Designed exteriors (facelift) for four automotive companies