yingyan wu .

UI/UX Designer integrating empathy into interfaces and graphics for inclusivity and progressive change.

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experience

Pacific Marine Mammal Center (PMMC) | UI/ UX Designer, Front End Developer

Sept 2021 - Present | Laguna Beach, CA

- Connected beachgoers across the West Coast to non-profit marine mammal research facilities.
- Designed and developed citizen science data collection app for iOS/Android and database access portal in Ionic using HTML/SASS/TypeScript.
- Met weekly with stakeholders, gathered feedback and iteratively designed branding, wireframed, built prototypes according to stakeholder feedback.
- Point of contact in delivering artifacts and scheduling weekly meetings with stakeholders.

INsite Lab, UCI + Toyota | UI/UX Designer Sept 2021 - Mar 2022 | Irvine, CA

- Connected users with disabilities to assistive technology, impacting 400+ users in the greater Orange County area.
- Designed, developed, maintained main website.
- Created accessible brand identity, internal branding guidelines, and internal design system of reusable components.
- Iteratively developed products with input from relevant stakeholders, ex. corporate sponsors and community partners.

Freelance | Web Designer

Dec 2013 - Jan 2018 | Remote

- Designed and developed 50 blog and page templates with HTML/CSS/JavaScript.
- Works have over 33,000 interactions and over 180,000 views from unique users.
- Accumulated following of 5000+ users.

education

University of California, Irvine B.S. in Informatics I Concentration in HCI Minor in Digital Arts

skills

Sketching, User Flows, Wireframing, Rapid Prototyping, Responsive Web Design, Agile, Atomic

UX Research, User Interviewing, Accessibility Analysis, Usability Testing, Competitive Analysis

HTML, CSS/SASS, Java, JavaScript, Python, Ionic

Brand Design, Graphic Design

tools

Figma, FigJam, Photoshop, Illustrator, InDesign, Invision, Miro, Trello, Office Suite, Webflow, Framer, VSC

projects

Sage I UI/UX Designer
Apr 2021 - Jun 2021 | Irvine, CA
Eco-friendly mobile app that
tracks and teaches proper produce storage to reduce users'
food waste. Conducted competitive analysis and user research.
Created branding, design system, user flows, wireframes, and
rapid prototypes.

Aqua | UI/UX Designer
Jan 2021 - Mar 2021 | Irvine, CA
Wellness mobile app that
uses gamification to encourage healthier hydration habits.
Awarded Best Visuals and Research Story by panel of expert
UI/UX designers and researchers.

Yingyan Wu

UI/UX Designer based in Los Angeles, CA +1 (626) 715-1631 · yingyanwu8@gmail.com · yingyanwu.com Integrating empathy into interfaces and graphics for inclusivity and progressive change.

Experience

Pacific Marine Mammal Center (PMMC) / UI/UX Designer, Front End Developer Sept 2021 - Present | Laguna Beach, CA

- Utilized user-centered design principles to connect beachgoers across the West Coast to non-profit marine mammal research facilities.
- Designed and developed a citizen science data collection mobile app for iOS/Android platforms, leveraging HTML, SASS, and TypeScript in the Ionic framework.
- Conducted weekly meetings with stakeholders to gather feedback, iteratively design branding, wireframes, and build prototypes based on stakeholder input.
- Acted as the primary point of contact for delivering project artifacts and scheduling meetings with stakeholders.

INsite Lab, UCI + Toyota / UI/UX Designer Sept 2021 - Mar 2022 | Irvine, CA

- Connected users with disabilities to assistive technology, impacting 400+ users in the greater Orange County area.
- Designed, developed, and maintained the main website, ensuring a seamless user experience.
- Created an accessible brand identity, internal branding guidelines, and an internal design system of reusable components.
- Collaborated with corporate sponsors and community partners to incorporate their input into the iterative development process.

Freelance / Web Designer

Dec 2013 - Jan 2018 | Remote

• Designed and developed 50 blog and page templates, resulting in over 33,000 interactions and 180,000 views from unique users.

CI :II

• Cultivated a following of 5000+ users through engaging design and user-friendly interfaces.

lools	Skills
Figma, Sketch, Adobe Photoshop, Adobe	Sketching, User Flows, Wireframing, Rapid
Illustrator, Adobe InDesign, InVision, Miro,	Prototyping, Responsive Web Design, Brand
Trello, Office Suite, Webflow, Framer, VSC	Design, Agile Methodology, Atomic Design
Education	UX Research, User Interviewing, Accessibility Analysis, Usability Testing, Competitive Analysis, A/B Testing
University of California, Irvine	
B.S. in Informatics Concentration in	
Human-Computer Interaction	HTML, CSS/SASS, JavaScript, Python, Ionic
Minor in Digital Arts	