

<https://yinan.design>
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San Francisco Bay Area
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experience

Motiv

Interaction Designer DEC 2014 - MAY 2017

Designed user experiences across mobile, web, and physical device interactions, with focus being iPhone app. Built prototypes of various fidelities using Sketch, InVision, Principle, Xcode, etc. Ran user tests and user research interviews. Worked directly with designers, engineers (iOS, Android, QA, data science, firmware, electrical), product managers, CEO, and marketing team.

Speck Design

Interaction Designer MAY - AUG 2014

As paid full-time summer intern. Designed product concepts for clients' cutting edge technologies. Worked directly with interaction designers, industrial designers, graphic designers, and marketing team.

Scoot Networks

Designer OCT 2013 - MAY 2014

As paid part-time intern during school. Designed rider receipt email, membership pricing webpage, scooter location map icons, digital gift cards, presentation slides, flyers, and rider instruction stickers on the scooters. Worked directly with CEO and Chief Marketing Officer.

education

CodePath

iOS (Swift) for Designers, Honor Student FEB 1 - MAR 23, 2016

California College of the Arts

Interaction Design, BFA SEP 2012 - MAY 2015

skills

Interaction Design
Microinteractions
Visual Design
Affordances
Prototyping
Wireframes
User Flows
User Testing
User Interviews

tools

FramerJS
Principle
InVision
Sketch
Xcode
Swift
Keynote
Illustrator
PaintCode
Photoshop
HTML & CSS

languages

Mandarin & Simplified Chinese
English