

YI TANG

Looking for UX Design Position & Internship

tangyidesign.com

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EDUCATION

University of Washington / M.S. HCDE

2017 – 2019(Expected Graduation)

Masters of Human Centered Design & Engineering

University of Washington / B.S. Industrial Design

2012 – 2016

Undergraduate TA, Dean's List, Major GPA: 3.6/4.0

EXPERIENCE

Work

YiRental / UX Design Intern

Seattle, WA / November 2017 – Present • 2 mos

- Creating and implementing service workflow of GroupBook v1.0, a mobile social networking platforms.
- Collaborating with software engineers and iterating design based on user feedbacks and usage data.

Andrew Bowen Design / Product Designer

Seattle, WA / September 2016 – May 2017 • 8 mos

- Shipped 5 distinct products(electronics, medical, baby, fitness, fashion, etc) from ideation to production through a fast-paced process.
- Created brand identities & packaging and engaged in brand development.
- Performed understanding of user behaviors and market trends.
- Created presentation materials to lead decision-making, including research findings, potential problems, price & market constraints and visualized design directions.

Research & Projects

Microsoft + UW / Graduate Student Researcher(E-Commerce)

January 2018 – March 2018 • 3 mos(Ongoing)

Focus: Cross-Platform AI E-Commerce Case Study

Collaborating with researchers & UX designers in conducting usability study (interaction map, usability testing plan, data analysis, etc.)

Project EMAR / VR Experience Designer

January 2018 – March 2018 • 3 mos(Ongoing)

Proposing and iterating a social robot VR game intended for measuring teen stress (participatory research, card sorting & Unity prototyping).

Microsoft + UW / Undergraduate Student Designer(Xbox)

January 2016 – April 2016 • 3 mos

Focus: Inclusive Gaming Case Study

- Led usability research and testing on Xbox accessibility.
- Designed Cobra, a single-handed controller, and related screen platform. Developed & iterated multiple low to high-fidelity prototypes.

SKILLS

Design

Cross-platform UX/UI Design
Wireframing
Information Architecture
Interaction Design | Storytelling
High-Fidelity Prototyping
NUI & Ergonomics
Data Analysis & Visualization

Research

Qualitative & Quantitative
Market & Product Research
Patent Research

TOOLS

2D

Sketch
Principle
Axure
Adobe CS
Tableau
Arduino
HTML, JavaScript

3D

Rhino
Solidworks
Keyshots
Unity

RECOGNITION

2 Product Patents, 2017

True Brands / Seattle, WA

IHA 23rd Annual Student Design Competition 2016 Honorable Mention

Top 16 of 324 entries

Dean's List, UW

10 quarters