

YUNWEI CARRIE YANG

UX/UI Designer

San Francisco Bay Area, CA

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SKILLS

Photoshop, Illustrator, InDesign, Sketch, Principle, InVision, Lucidchart, OmniGraffle, Premiere, After Effects, Maya, Unity 3D, UE4, User Research, Information Architecture, Storyboard, User Flow/Journey, Wireframes, Knowledge of HTML and CSS

EDUCATION

Aug 2015 - May 2017

**Carnegie Mellon University,
Entertainment Technology Center (ETC)
Pittsburgh, PA**

Master of Entertainment Technology
Relevant Courses:
HCI, Building Virtual Worlds,
Game Design, Visual Story

Aug 2011 - Jun 2015

**Communication University of China,
School of Animation and Digital Arts,
Beijing, China**

Bachelor, Digital Media Arts
(New Media Design)
Relevant Courses:
User Interface Design, User Experience
Analysis and Interaction Design,
Multimedia Interactivity

Jun 2013 - Aug 2013

**University of California Los Angeles,
Design Media Arts,
Los Angeles, CA**
Summer School
Relevant Courses: Typography, Color

EXPERIENCE

Jun 2017 - Present

uSens Inc.

User Experience Designer

Working on an in-car entertainment system design; Designed user flow, interaction flow, mockup, and interface for an Android AR application; In charge of designing SDK sample demos for the hand tracking SDK.

Jan 2017 - May 2017

Oculus Research

User Experience Designer

Responsible for user and experience researches, user testing and interviews; Designed high-level structure as well as user interfaces for a social VR experience based on in-house research technologies.

Jun 2016 - Aug 2016

The Poverty Spiral - Mentoring Relationship

Visual Designer/Game Designer

Designed the board and cards for an educational board game; Worked with the team on iterating and finalizing the mechanics for the game.

Apr 2012 - Jun 2013

**Beijing Aishengsheng Technologies Co Ltd.,
UI/UX Designer (Beijing, China)**

Worked on user research, product flow, wireframes as well as user interface design for a voice-based social application.

PROJECTS

Sep 2016 - Dec 2016

Prologue - VR Storytelling Experience, Oculus Story Studio

Worked in a team of 4 as an Experience Designer and Artist to create an interactive engaging storytelling experience and try to explore different methods to evoke subtle emotions in the realm of VR.

Jan 2016 - May 2016

MediSIM - Medical Simulated Interactive Mannequin [Mixed Reality]

Worked in a team of 6 to create an educational medical simulation tool in Augmented Reality using the HoloLens. MediSIM provides a 3D interactive virtual patient superimposed on a real abdomen simulator as well as the corresponding information on symptoms and viscera. Roles included experience designer, user interface and graphic designer.

Jun 2015 - Dec 2016

Building Virtual Worlds

Created highly interactive games and experiences in different teams of 5 in 2 week rotations that utilized multiple non-conventional platforms such as Oculus Rift, Kinect, Eyegaze and PS Move. Roles included designer, 3D/2D artist and co-producer.

Jun 2014 - May 2015

BangBang Mobile App

Worked in a team of 3 to create an IOS app for people to make requests and share recourses amongst friends in the form of favors. Conducted user and market researches, designed the product flow diagram, prototypes and user interface.