

858.999.7052
yumeijin0601@gmail.com

www.yumeijin.me
www.linkedin.com/in/yumeijin

SKILLS

Research

Human-Centered Research
Contextual Inquiry | Cognitive Task Analysis
Stakeholder Map | User Interview
Affinities & Models | Interpreting
Survey Design & Analysis
Usability Reports | Heuristic Evaluation
Think Aloud Protocols | A/B Testing

Design

Human-Centered Design
Interactive Design
Conversational UI Design
Document Design
Social Design
User Journey Map | Road Map
Storyboarding | Paper Sketching
Wireframing | Prototyping
Lean UX | Agile Development
3D Printing | 3D Game Modeling

TOOLS

Sketch | Adobe XD
Photoshop | Illustrator | InDesign
InVision | Balsamiq | Flinto
Git | Github
HTML5 | CSS3 | Java | C#
Premiere Pro | After Effects
Unity 3D | Maya | Blender
WordPress | KeyNote | PowerPoint
Processing | Arduino | Android Studio
MAX7 | Pure Data
AutoDesk 123 for 3D Printing

COURSES

User-Centered Research & Evaluation
Interaction Design Overview
Interaction Design Studio II
E-Learning Design
Methodology of Visualization
3D User Interaction
Software System Design
(a.k.a. Video Game Class)
Software Engineering
Educational Data Science
Advanced Data Structures
Algorithm & System Analysis
Computer Programming in Arts
Electronic Technologies in Arts
Computer Music
Cognitive Science: Minds & Brains

YUMEI JIN

UX Designer | Product Designer | E-Learning Engineer

EDUCATION

Carnegie Mellon University (CMU) Aug 2017 – Aug 2018 (Expected)
School of Computer Science
Human-Computer Interaction Institute (HCII)
M.S. in Educational Technology & Applied Learning Science (METALS)

University of California, San Diego (UCSD) Sept 2012 – June 2016
B.A. in Interdisciplinary Computing and the Arts (ICAM)
Minor in Computer Science
Minor in Photography

RELEVANT EXPERIENCE

Product Designer | Capstone Project Jan 2018 – Aug 2018 (Expected)

Client: Edmentum

Exploring teachers' use patterns of *Edmentum's Study Island product* and teachers' underlying reasons for using it in this way to identify barriers that prevent desirable usage, and design solutions to address these barriers in order to help teachers improve student learning outcomes

UX Design Intern | TalkMeUp Nov 2017 – Present

TalkMeUp is an AI-Based SaaS communication training startup

Conducted user research on learners
Crafting product design with wireframe flows and high-fi interactive prototypes for coaches and learners

FEATURED PROJECTS

myAir+ | Mobile App Redesign Feb 2018

With a team of 3, researched, ideated, and prototyped *ResMad's* mobile app *myAir* for patients to enhance their sleeping testing experience with computer vision technology and microinteractions

Intco Green Framing | Service Design Sept 2017 - Jan 2018

With a team of 7, worked directly with the CEO and the VP of *Intco's* overseas department to come up with a solution for expanding the company's overseas B2B market by crafting *Intco's* service to their overseas B-end users through an online shopping website with elegant visuals and easy-to-use functions

CommonSpace | Responsive Web Design Aug - December 2017

With a team of 5, researched, designed, and prototyped a responsive web platform for non-profit organization administrators to easily match appropriate collaborators, manage logistics of different collaborations, and handle communications with other organizations

AWARDS

METALS Merit Scholarship
Awarded for design experience, *Carnegie Mellon University* Aug 2017

Winner of the UX and Functionality Category
The 3rd Women's Hackathon, *California State University, San Marcos* Apr 2015