Nanwei Cai

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Experience Designer & Technologist

Education

Parsons School of Design

MFA, Design&Technoloy (STEM)

2019-2022, GPA 3.91/4.0

South China University of Technology

B.E, Industrial Design (Information and Interaction Design Pathway)

2015-2019, GPA Rank 1st · 3.89/4.0

Awards and Honors

- 2016 National Scholarship Winner, the Ministry of Education of the People's Republic of China

- 2018 Bronze, SCUT Trials, China College Student's "Internet +" Innovation and Entrepreneurship Competition

- 2018 Intangible Culture Heritage Star Award (national · top 3%), Intangible Culture Heritage Innovation Design Competition

- 2017 Third Prize Scholarship, SCUT

Technical Skills

- **UX/UI**: Figma, XD, Adobe Suite, Protopie, Sketch, Flinto
- **Programming**: HTML, CSS, Javascript, Unity(C#), Processing, Arduino(C, C++), Raspberry Pi & Python
- **3D**: Rhino, Cinema 4D , Solidworks, Alias, Keyshot, 3D Printing, Woodshop, Laser Cut

Research & Design Skills

`Design Thinking `User Research `Market Research `Storyboarding `User Journey Map `Service Blueprint `Rapid Prototyping `Usability Test `Game Design `Motion Graphics `AR/VR

Experience

Interaction Design Intern · GE Appliances   2020.06-2021.07

- Responsible for the UXUI of SmartHQ Management™ app and **Launderday™ app (beta launch)**, delivered **user flow and high-fidelity prototypes**, and created **design system** to ensure consistency and scalability of the products.
- Redesigned the connecting(launched) and controlling experience in the SmartHQ™ app, **significantly improved** the ease of use and user **satisfaction (SUS score increased by 18)**.
- **Collaborated** with a multidisciplinary team including PMs, engineers, market analysts and UXRs on the UXUI design and testing, delivered high-fi prototypes for **3 consumer-facing apps and 5 IoT appliances**.

UX Research Assistant · The New School   2021.10-2022.03

- Conducted user research and **qualitative usability testing** in the **Interactive Audio Description Project,** which focuses on enabling just and equitable access to entertainment media for blind people with Machine Learning facilitation.
- Drafted discussion guide, conducted **recruitment** and **accessible online study sessions** with **30 visually impaired participants**, and organized an online discussion panel.
- **Synthesized** research findings into **insights** for prototype iteration, which significantly **improved the usability and user satisfaction** of the prototype.

UXUI Designer · MFADT Thesis Event Website   2022.04-05

- **Timely delivered** information architecture and user flow, **prototyped, tested, and iterated quickly** to inform design decisions, delivered **high-fi prototype** and pattern library of the **responsive web** design in a week.
- Contributed to **bug reporting**, and assisted in drafting a **submission manual** to help students upload their posts on WordPress and ensure consistency.

Design Technologist Intern · SCUT Innovation and Entrepreneurship Base   2018.08-12

- Collaborated with PMs on **user research** and **concept development, created prototypes** for the products and mobile app design of the Smart Coaster Project.
- Assisted in the **front-end** development to **deliver the WeChat mini program**;
- Early-stage prototypes were granted **two utility model patents** and applied for **two invention patents**.

Industrial Design Freelance · Neptum   2017.10-12

- Conducted user research, designed and iterated washstands for the Elderly Integrated Bathroom Project, and tested the ergonomics of the product models.