

QINYI YAO

Interaction Designer

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EDUCATION

Art Center College of Design Candidate BS, Interaction Design

Pasadena, CA
2016 – Expected 2020

EXPERIENCE

Stanford University Design Intern

Healthcare Innovation Lab at Stanford Medicine
May 2020 – Sep 2020, Remote

IBM UX Design Intern

Waston IoT, China Development Lab
Nov 2017 – Dec 2017, Beijing

Didi Chuxing UI Design Intern

Platform Experience Design
Sep 2017 – Oct 2017, Beijing

Part-time

ArtCenter, 2018
Teaching Assistant for Physical Computing

SKILLS

Product design: user research, human factor study, information architecture planning, user flow wireframing, digital logistics research, futurecasting.

Visual design: high-fidelity UI, typography design, motion graphics, 3D animation, interactive prototype design, brand identity delopymnt.

Production software dev: HTML–CSS–JavaScript, Node, React, Git, CI pipeline, Jamstack, basic SPA dev.

Prototype programming: iOS Swift, SwiftUI, Arduino & friends, Processing, Python, cloud API.

Physical product: product sketching, 3D modeling, rapid prototyping, electronics prototyping.

Software usage: I'm ready to learn.

Languages: English, Mandarin.

INTERESTS

HCI research, interactive prototyping, OS UI design, internet of things, machine learning, interactive editorial, UI animation, visual programming, digital logistics.

References available upon request.