



YAN YAN

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Yan Yan is a passionate and collaborative user experience designer. Social behavior and human connections always fascinate her and she is devoted to building delightful experiences that create great impact.

SKILLS

Design Research
Human-Centered Design
Information Architecture
Wireframing
Card Sorting
Interactive Prototyping
Usertesting

TOOLS

Sketch	Adobe Premiere
InVision	Miro
Principle	Processing
Figma	Arduino
Adobe InDesign	
Adobe Photoshop	Rhinoceros
Adobe Illustrator	Keyshot

EDUCATION

California College of the Arts

MFA in Design
2016-2020

University of Houston

Industrial Design Exchange Program
2015-2016

Beijing Institute of Technology

Bachelor of Science in Industrial Design
2012-2015

EXPERIENCES

A2C Academy, San Francisco, California

Current **Designer & Co-Teacher**

- Extended existing visual design into asset creation, including poster design and social graphics
- Co-taught the design thinking junior bootcamp and led app design classes
- Drove WITI social media integration with A2C and handshake partnership

Be the Change Foundation.Inc, San Francisco, California

Current **Design Team lead**

- Worked iteratively to design, refine, and validate solutions for website rebuilding
- Created wireframes, walkthrough and prototyped that communicate design ideas of website user experience and interfaces
- Led and coached 10+ middle/high school and college students

Alchemy.us, San Francisco, California

Feb. 2020 May. 2020 **Part-time UI/UX Designer**

- Conducted user research and gather insights
- Planned and proposed innovative solutions for web-based experience
- Developed high level mock-ups, interaction flows, and prototypes to effectively communicate interaction and design ideas
- Worked alongside business strategy team and provided strategic feedback

Beach Creative, Shanghai, China

Nov. 2018 Jan. 2019 **Product Design Intern**

- Worked iteratively to design, refine, and validate solutions for automatic cotton candy robot "Cloud Candy"
- Created wireframes, storyboards, walkthrough and prototyped that communicate design ideas of ordering system's mobile user experience and interfaces
- Collaborated with cross-functional teammates from product, mechanical engineers and marketing team

Franck Magné, Paris, France

Sep. 2018 Nov. 2018 **Design Intern**

- Applied sketch & story-telling skills to immersive experience for Saint-Étienne
- Strengthened the connection between Saint-Étienne's citizens and the city through furniture's immersive built-in radio platform
- Established Marseille My.box project's identity through visual design

PROJECTS

Otc. 2018 **Project NEMOO**

- Nominated as a finalist in the International Design Excellence Awards (IDEA) 2018
- Led the visual design, storyboard and interface design

Feb. 2017 May. 2017 **Project 300FeetOut**

- Collaborated with a cross-disciplinary, business strategy team and clients from the design agency 300FeetOut
- Designed an innovative business model that increased profits and competitiveness on the market