

# YUXI WU

UX Designer

Bay Area, California

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## OBJECTIVE

Greetings, I'm Yuxi Wu, a user experience designer with a fervor for creating designs that blend quantifiable impact with visual delight. I dive deep into user feedback and insight analytics to craft user-centered design solutions. My design portfolio encompasses various interface categories, from web/mobile applications to 3D simulations and AR/VR. I'm well-versed in utilizing prototyping and design tools like Figma, Sketch, InVision, and Adobe Suite to bring ideas to life.

## EDUCATION

### CALIFORNIA COLLEGE OF THE ARTS

MFA, Interaction Design | Sep 2020 - May 2023

Courses: IxD Studio, Strategy Lab, Studio Forward, Design Research/Market, Tangible Interface Design, Form Studio, Digital Electronic, Motion Studio, Immersive Experience Studio, Prototyping

### ACADEMY OF ART UNIVERSITY

MFA, Landscape Architecture | Sep 2012 - Jun 2016

## SKILLS

### UX Design Practices:

Interaction Design  
User Interface Design  
Experience Design  
Sketching  
Wireframing  
Storyboarding  
User Testing  
Prototyping  
Cross-functional Collaboration

## TOOLS

### Modeling + Drafting:

Figma	Rhino
Principle	Unity
Sketch	Processing
InVision	Blender

### Adobe Suite:

Illustrator	Premiere
Photoshop	After Effects
InDesign	Adobe XD

## EXPERIENCE

Nov 2022 - Now

### ChaadHR | UX Designer

- Drove cross-functional collaboration to design a SaaS platform that connects employers with worldwide talents and provides a global team management system.
- Led the design of a payroll management system, including invoice dashboard, payroll status tracking, transaction processing, etc. Aligned user needs with business objectives to ensure an optimal management experience.
- Scaled payroll system designs to comply with diverse regional regulations and policies, successfully launching in 10+ countries. Effectively integrated customer insights and metric data into continuous product optimization.

Jun 2022 - Aug 2022

### Amazon | UX Designer Intern

- Led an end-to-end design project for a new shopping recommendation feature. The feature enabled a seamless discovery-to-checkout flow for casual browsing scenarios on Amazon to increase user engagement and purchase metrics.
- Utilized existing user data (i.e. UXR insights, logging data, etc.) to prototype new concepts; partnered with UXR and led an unmoderated design testing to get rapid user feedback for design iteration.
- Collaborated closely with cross-functional stakeholders in ideation, design, and implementation of the new shopping recommendation features. The project laid the groundwork for new design explorations, providing inspiration and actionable concepts for future initiatives.

Sep 2020 - May 2023

### California College of the Arts

#### ● 09.2022 - 05.2023 | Google Sponsored Design Project

Sponsored by Google, created an interactive digital installation in the YBCA museum as part of the Future Resonance show. The exhibition received recognition in the form of a Bay Area outpost for the prestigious Scholastic Art & Writing Awards.

#### ● 09.2022 - 12.2022 | Lenovo Sponsored Design Project

Partnered with Lenovo to investigate the "future of workspace" for live-streamers. Worked in a team of 4 designers to develop a portable live-streaming device that saves labor costs and promotes real-time team communications.

#### ● 01.2022 - 05.2022 | Teaching Assistant

TA of the Intro to Interaction Design class, assisting the professor with course materials and coaching students with 1-1s.

Mar 2018 - Oct 2020

### Demetra

#### ● 02.2020 - 10.2020 | Design Manager

Supervised a team of 5 interior designers, successfully developed a virtual showroom and marketing email campaigns during the pandemic to achieve a 40% YoY profit gain.

#### ● 03.2018 - 02.2020 | Design Consultant