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**Xiao Yan**

Product Designer

## About Me

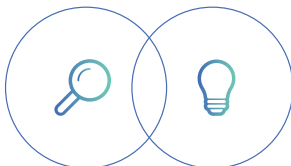
Dedicated and passionate UI/UX designer and problem solver. Exceptional skills and experiences with concept development; wireframing, 2D and 3D visualization and prototyping. Familiarity and understanding with design research methods.

A dynamic team player with a strong belief in collaborative and interdisciplinary work. Quick at learning new softwares and programs, and adapting to specific design aesthetics and styles. Excellent responsibility and organizational habits to thrive amongst demanding environments and deadlines.

## Education

- Aug. 2016 – Sep. 2015 | **University of Washington** | Seattle, WA  
*Master's Degree in Human Computer Interaction and Design*
- May 2014 – Sep. 2011 | **The Ohio State University** | Columbus, OH  
*B.S. in Industrial Design*  
Graduated with Magna cum laude designation for academic distinction

## My Specialties

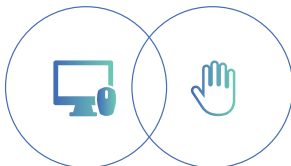


### Research

- Quantitative Studies
- Qualitative Studies
- Thinkalouds
- Task Analysis
- Data Mapping

### Design

- Ideation
- Concept Evaluation
- Storyboarding
- Wireframing
- 2D/3D Visualization
- Interactive Prototyping



### Digital

- Adobe Creative Suite
- Sketch
- Principle
- InVision
- HTML+CSS
- Wordpress
- SketchBook Pro

### Hands-on

- Low/Hi-Fi Sketching
- 2D/3D Prototyping
- Material
- Manufacturing
- Wood Crafting
- Sculpting

## Work Experience

Current  
Oct. 2016

**Level 11 Consulting LLC** | Seattle, WA  
*Product Designer*

Delivered multiple iterations of user flows, wireframes, UI design and low/high fidelity prototypes to achieve seamless experience for both guest and crew in the cruise safety and security scenarios

Visioned, iterated and finalized system map of guest, crew operator and admin in the cruise safety/security ecosystem based on client's expectations

Collaborated with development team on QA reviews of implemented designs

Conducted four tests with development team on functionality and usability of the safety and security products

Created design language targeted at emergency use cases in safety scenarios, and maintained maximum cohesiveness with the design language of other domains in the same App

Standardized and documented design language system to facilitate product development

Conducted research on accessibility design, documented usability metrics on different form factors, and set as guidelines for product evaluation and improvement

Worked with business development team to pitch design concepts for potential projects

Apr. 2015  
Aug. 2014

**UX Department, Bosch LLC** | Palo Alto, CA  
*Industrial Design and User Experience Design Intern*

Designed the product appearance, mechanical structure and interaction modes for the home security robotic project

Created and visualized storyboards to illustrate tangible user experiences

Designed the major interface for the home security robot; multiple testing through physical and digital prototyping

Collaborated with engineers and researchers to create three stationary robot models and two functional robot prototypes; responsible for design adjustments based on user feedbacks

Worked with design consultancy to extend research potentials and results of the home security robot project after the first design circle

Participated in the industrial design and interaction design of the steering wheel of the automated driving project

Designed product appearance for an iPad station and smart plug for Bosch Smart Home

Oct. 2014  
May. 2014

**Sirnaomics, INC.** | Gaithersburg, MD  
*Independent Contractor*

Designed the product appearance and structure for a nebulizer based on the company's patented technology

Communicated with the engineering team and modified final product to begin the manufacturing process