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Xiao Yan
Product Designer

About Me

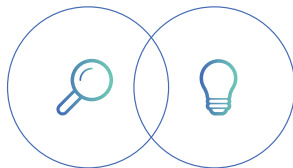
Dedicated and passionate product designer and problem solver. Exceptional skills and experiences with concept development; wireframing, 2D and 3D visualization and prototyping. High-level view on product vision and strategy and detailed focus on the execution of design work and assurance of product usability. Familiarity and understanding with research methods.

A dynamic team player with a strong belief in collaborative and interdisciplinary work. Familiarity with agile and scrum workflow. Quick at learning new softwares and programs, and adapting to various 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

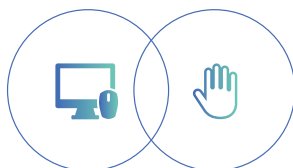


Research

Quantitative Studies
Qualitative Studies
Thinkalouds
Task Analysis
Data Mapping

Design

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



Digital

Adobe Creative Suite
Sketch
Principle
InVision
HTML+CSS
Lucidchart
Wordpress

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 on user flows, wireframes, UI design, low/high fidelity prototypes and testing as the design development for both mobile and web-based products for Carnival Cruise Line

Visioned, iterated and finalized the ecosystem and relationship among key stakeholders in the cruise safety/security experience in alignment with technical environment and client's expectations

Finalized design specification including red-line documents and style guide to facilitate product development, supervised and assured quality of the design implementation

Conducted four tests with both design and development teams on product usability and functionality performance in simulated environments

Developed and documented design language based on the nature of emergency use cases in safety scenarios, and achieved maximum cohesiveness with the design language of other family products under Carnival Cruise Line

Contributed to the formulation of Level 11 first in-house product, and led the interaction and interface design of the mobile app on both IOS and Android platform for V1

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 in hospitality industry

Apr. 2015 - Aug. 2014

UX Department, Bosch LLC | Palo Alto, CA
Industrial and User Experience Designer

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 cycle

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
Design 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