



Xiao Yan

Product Designer
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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 development methodologies. Quick at learning new tools and adapting to various design aesthetics and styles. Excellent responsibility and organizational habits to thrive amongst demanding environments and deadlines.

Education

Sep. 2015 - Aug. 2016 • **University of Washington** | Seattle, WA
Master's Degree in Human Computer Interaction and Design

Sep. 2011 - May 2014 • **The Ohio State University** | Columbus, OH
B.S. in Industrial Design
Graduated with Magna cum laude designation

Skills



Design

Concept Evaluation
User Journey
Wireframe
UI Design
User Flow
Data Visualization
Interactive Prototyping
Usability Testing



Tools

Adobe Creative Suite
Sketch
Principle
InVision
Lucidchart
Wordpress
Solidworks



Programming

HTML+ CSS
Javascript



Language

English
Mandarin

Work Experience

Oct. 2016 - Current • **Level 11 Consulting LLC** | Seattle, WA

Product Designer

- Delivered multiple iterations of user flows, wireframes, UI design, low/high fidelity prototypes as part of the design development of mobile and web-based products for Carnival Cruise Line.
- Envisioned, iterated on and finalized the ecosystem and relationship among the key stakeholders of the cruise safety/security experience in alignment with technical feasibility and customers' expectations.
- Finalized design specifications, including red-line documents and style guide to facilitate product development, supervised and assured the quality of the design implementation.
- Conducted four tests with both design and development teams on product usability, functionality and performance in simulated environments.
- Developed and documented design language system for the safety/security scenarios during cruise experience, and achieved maximum cohesiveness with the design language of other products of the same family.
- Led the interaction and interface design of the first in-house mobile app of Level 11 on both IOS and Android platforms.
- Conducted research on accessibility design, and documented usability principles on different form factors as part of the design guideline of Level 11.
- Designed marketing material for biz dev team.

Aug. 2014 - Apr. 2015 • **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 experience.
- Designed the 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.
- Designed product appearance for iPad stations and smart plugs for Bosch Smart Home.

May. 2014 - Oct. 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.