

Experience

Apple, Sr. UX Designer, via Inspyr Solutions

Apr 2024 – Present
Austin, TX

- Designing WW channel sales web application, Expert, including features for leadership to analyze global sales data comparison and prediction, plan for geo coverage investment, experiment and test based on AI&ML Model suggestion.
- Leading effort for an internal design system library, evangelizing Apple style and pattern to stakeholders.

Tesla, UX Designer II

Mar 2022 – Sep 2023
Austin, Texas

- Led design and research for consumer and enterprise order experiences, including vehicle configurator, used and new inventory, and Tesla for Business enterprise ordering tool. The experiences help business sell more cars during a high interest rate environment.
- Led design iterations and trade-offs for trade-in, EV education, and EV tax credit-related projects that expand Tesla's influence to first-time EV customers. Set benchmarks for glocal design that adapts to different languages and reading patterns.
- Contributor to Tesla design system.

U.S.Xpress, UX Designer & Researcher

Apr 2021 – Mar 2022
Atlanta, Georgia

- Led design and research for an OTR (long-haul) trucker's native mobile app and in-truck native tablet app experience for U.S.Xpress's subsidiary trucking brand, Variant.
- Built and maintained a Figma design library.

State Farm, Sr. UX Architect

Jun 2019 – Apr 2021
Atlanta, Georgia

- Led design and content strategy for auto claim text messaging bot& web chatbot.
- Designed web experiences for auto/property claim landing, repair, and file upload.

BBDO, UX/UI Design Intern

Mar – May 2019
Atlanta, Georgia

- Designed several marketing web pages for Sanderson Farms dot com and a VUI flow template for Sanderson Farm poultry recipe.
- Designed chat UI for Street Grace (noun-profit org).

CarMax, Product Design Intern

Jun – Aug 2018
Richmond, Virginia

- Designed CarMax help center and FAQ web pages.
- Designed a chatbot concept flow and UI.

Education

Savannah College of Art and Design
Graphic Design & Visual Experience
Master of Fine Arts
2020

Beijing Forestry University
Visual Communication
Bachelor of Arts
2015

Skill

Design

Information Architecture
Interface Design
Interaction Design
Flow Diagrams
Journey Map
Service Blueprint
Wireframing
Prototyping
Data Visualization
Typography
Accessibility Design (WCAG)
Design Library Documentations

Research

Usability Testing
Heuristic Review
Survey
Contextual Inquiry
Qualitative Research
Quantitative Research
Affinity Map
Card Sorting

Other

Design Workshop Facilitation
Public Speaking
Design Sprint

Tool

Sketch
Figma
Axure RP
Survey Monkey
UserTesting.com
Adobe Creative Suite
Human Interface Guidleine
Google Material UI
Angular Material UI
Sketchup
Jira
Wrike

Language

HTML
CSS
Javascript
Swift UI
English
Mandarin

Award

Semifinalist
Adobe Achievement Design
Awards
2018