

Jia (Nancy) Xing | UI/UX Designer

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Portfolio: nancyxing.com

7+ years of experience in digital art | 3+ years of experience in interaction design Eager to explore new disciplines and create innovative solutions

Education

- 2021 - 2023 **Carnegie Mellon University**
Pittsburgh, PA Master of Entertainment Technology
- 2017 - 2020 **Pitzer College** (Claremont Consortium)
Claremont, CA BA in Studio Art and Media Studies
- Fall 2019 **Università degli Studi di Parma**
Parma, Italy Pitzer College Exchange program

Projects

- "Building Virtual World"** Academic Project
Entertainment Technology Center Fall 2021
Developed Art Assets and designed 3D game projects in interdisciplinary teams in 1-3 weeks
- "Hannah Rebuilds It"** Manifesto Animation
Lego Education Fall 2020
Created script, Storyboard, animation and user interviews for the Lego "Back to School" Campaign
- "Sound Made Better"** Advertising Design
Covestro Fall 2020
Concept design and graphic design for the new coventry audio material solution or smart speakers
- "MonsterVille"** CBT Game design
Personal Project Summer 2020
Designed and art directed a cognitive behavioral game in a service design methodology
- "NoSingleSources"** Academic Project
Pitzer College Spring 2020
Web design and curation for an online art exhibition
- "DietOptimal"** UI/UX Design
Personal Project Spring 2020
IOS system design and UI/UX design for helping people to suite the lifestyle of social distancing
- "ViSense"** Speculative Design
Personal Project Fall 2020
Created installation, brochure and animation for a brain-machine interactive wearable concept

Skills

UI/UX Design: Design thinking, Infographic, Information architecture, UX post-it, User flow chart, Low/High fidelity prototyping, Interface mockup, Storyboarding, Usability testing

2D Art: Concept art, Graphic Design, Illustration, Film Production, Photography, Illustrator, Photoshop, Premiere, After Effects, XD

3D Art: Game art, Animation, Rigging, Maya, Substance Painter, ZBrush, Unity

Traditional Art: Theatre(Stage, Costume, Make-up Design), Oil painting, Mixed Media art

Programming: Front-end developing, html, css, js

Research: Market Analysis, User Research, Quantitative Research

Languages: Mandarin-Native Proficiency, English-Full professional Proficiency, Italian-Limited working proficiency

Experience

- Freelance Designer** 2020-2021
Doremus (Omnicom's B2B agency) Shanghai
Designing key visuals for different campaigns
Creating visual assets for the company's social media account
Communication with clients and gathering feedback
Managing projects and developing content on social platforms
- User Experience Designer Intern** summer 2019
Cappgemini Shanghai
Data visualization and UI design for the dashboard
Writing, editing and designing white papers for data governance
Conducting UX survey and mock-up production process
- Media Researcher** Summer 2018
NPI Xining
Two-week research about the 'Frist International Film Festival' the only indie art-house film festival in China
Look for possibilities that NPI can cooperate with it
Writing a report and making presentations on the pros and cons of this film festival and analyze its future development
User research on related people: film director, critics and audience