



I'm a UX/UI designer with a deep-rooted interest in User Research and UX Strategy. I am passionate about solving complex problem through data-informed design decision.

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CORE SKILL

Accessibility
User Research
Data-Informed Design
Human-Centered Design
Storytelling
Data Visualization
Design System

TOOL KIT





Pen and Paper
Figma and Figjam
Axure RP
Maze
Miro
CSS + HTML
Adobe CC
→ Photoshop
→ InDesign
→ Illustrator
→ Premiere Pro
3D Modelling

Open for everything new!

LANGUAGE

Mandarin (native)
English (professional)
German (currently preparing for B1 test in Dec.)

HOBBY

 Foraging Mushrooms
 Gardening
 Fermenting Food
 Creating Pop. Sci. Videos

EXPERIENCE

UX/UI Designer 10.2022 - current
Freelance | Online

- Worked with small business owners to develop intuitive user-centered UX & UI for mobile & website followed by the design-thinking process
- Conducted user research and usability testing through several methods
- Worked on branding design and logo design

Advanced UX/UI Design Trainee 08.2022 - 10.2022
Muse Case Labs | Berlin, Germany

- Developed 4 digital products ranging from eCommerce website (desktop + mobile), mobile applications, to landing pages followed by the design-thinking process in a SCRUM environment
- Conducted user research through quantitative & qualitative user research, user interviews & surveys, affinity map, user persona, user journey maps...
- Worked on business strategy, brand strategy, and marketing strategy
- Created design system: component library, typography, and colour system

Architect 05.2021 - 04.2022
Gerber Architekten | Dortmund, Germany

- Proposed several design ideas, created prototypes with a focus on accessibility and tested design solutions with users and partners
- Conducted regular workshops with clients, users, and stakeholders
- Created modular design system and applied it to the whole project
- Prepared presentation, documentation, and handover for the design process

Architectural Designer 09.2019 - 08.2020
HKS, Inc. | Los Angeles, US

- Ensured smooth coordination among a 200+ stakeholder project by organizing & joining weekly workshops in a SCRUM environment
- Conducted user research and designed for accessibility based on this, ensuring it is inclusive while meeting industry standards

Architectural Assistant 08.2017 - 07.2018
Henning Larsen | Copenhagen, Denmark

- Participated & won several intl. competitions with cross-functional teams
- Conducted quantitative user research & site analysis to define the problem
- Ideated and tested design concepts through brainstorming and prototyping
- Led visual design and VR experiences for several projects

EDUCATION

Master of Architecture 2016 - 2019
The University of Michigan | Ann Arbor, US

Bachelor of Architecture 2011 - 2016
The Qingdao University of Technology | Qingdao, China