

Yibing Qian

Product Designer (UX/UI)

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Portfolio www.yibingqian.design

I'm a digital product designer and UX designer with passion for crafting user-centric and effective solutions to improve user experiences.

Experience

Govlab NYU Current

Product Designer Co-op

- Designed a text-based system to give encouragement and reminders to job seekers.
- Designed information architecture and built a chat bot using Amazon Lex.
- Conducted user research based on collective intelligence and stakeholder interviews.

Red Star Macalline Mobile App Jun 2018 - Sep 2018

UX Design Intern

- Designed one-stop home decoration app aims to provide high-end decoration service making use of retails advantages.
- Assisted the development team to complete the proofreading and iterations based on user feedback.
- Successfully completed new version of the application, with an increase of 280,000 users and 45 percent of retailer's online sales.

Projects

Coalition: Mocap Interactive Piece Fall 2018

Interaction Designer, Visual Designer

- Director of 3D environment and visuals.
- Designed an immersive live experience that represent the union of motion and sound conveying individuality and uniqueness against the status quo of society.
- Prototyped and displayed interactive showcase using Unreal Engine 4 and MaxMsp.

Chomati | Microsoft Garage Spring 2018

UX Designer, UX Researcher

- Used Microsoft's InclusiveDesign toolkit to design MR glasses that facilitate communication for hearing-impaired people through speech and text.
- Led team of 5 through contextual user research and design print to inform design.
- Microsoft Design celebrated and shared our medium article on Twitter in honor of GAAD.

Thangka Now | Rubin Museum Fall 2018

Interaction Designer

- Designed an interactive AR Museum Experience that stimulates learning the ideas, cultures and imagery of Tibetan art form, Thangka.
- Prototyped AR Mandala which enables visitors to explore 3D appearance behind Thangka's traditional 2D art style, prototyped immersive animated Thangka and Kinect interaction to let visitors understand the background stories.
- We collaborated with Rubin Museum and recieved high-res Thangka photos. The final output received highly feedback from them

Education

New York University

M.S. in Integrated Digital Media

2017 - 2019 3.8

East China Normal University

B.A. in Public Relations

2013 - 2017

Skills

Design

Interaction design, Visual design

Sketching, Wireframing, Prototyping

User Research

Contextual Inquiry, Survey, Interview, Journey

Mapping, Information Architecture, Card Sorting,

Usability Testing

Tools

UX Design

Sketch, Adobe Creative Suite, Framer, Flinto,

Principle, Invision, Zeplin

3D/AR/Interaction/Mocap

Blender, Maya, ARkit, Vuforia, Unity, MaxMsp,

Arduino, Processing, Unreal Engine, Ikinema, Motive,

Motionbuilder

Development

HTML, CSS, Javascript, p5.js