

# JING QIAO

## Interaction Designer

[jingqiao.design](http://jingqiao.design)

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### Experience

#### **frog Design**

##### **Interaction Design Intern | Jun 2019-Sep 2019**

- Redesigned global family brand app launching in March 2020 with high-fidelity deliverables
- Collaborated closely with PMs, technologists, visual designers and UX designers for clients' feedbacks and updates
- Responsible for wireframes, micro-interactions mockup, and visual assets

#### **Virtualitics. Inc**

##### **User Experience Design Intern | Jul 2018-Apr 2019**

- Conducted competitive research and generated features for AI enterprise data software
- Tested closely with engineers, data analysts, and Q&A to ensure systematic consistency
- Gathered user feedbacks into wireframes and UI updates for inclusive ideations with engineer team
- Created marketing/branding assets and website layouts

#### **Blemobi. Inc**

##### **UX design Volunteer | Sep 2016-Dec 2016**

- Defined features and workflows with UX designer for a start-up news blogging app from beta version 2-7
- Collaborated remotely with engineers in China and delivered bilingual wireframes and fluent workflows

### Education

#### **Art Center College of Design | 2016-2019**

Bachelor of Science, Interaction Design Honor, Designmatters

#### **Testlab Bikini Berlin studio | 2018**

Germany study away

#### **University of California, San Diego | 2013-2016**

Transfer, Cognitive Science

### School Project

#### **Logitech Ultimate Ears Designstorm**

##### **User Experience designer | Mar 2019**

- 1 of 15 students selected from over 100 applicants pool to participate an intensive 3 days design sprint and successfully shipped design concepts to Logitech UE team

#### **Google Daydream Sponsor Project**

##### **Voice UI designer | Sep-Dec 2018**

- 1 of 18 students selected from all departments to design future tools with VR/AR technology and presented final scenarios and products for Google

### Skill

**Software:** Sketch • Principle • Photoshop • Illustrator • Unity 3D • HTML&CSS • Solidworks • After Effects • Premiere • Adobe XD • Keynote • Adobe suite

**Design:** Wireframing • Prototyping • Storyboarding • Video Editing • Concept sketches • User workflow • UI Designs • Usability Testing • Competitive Research • Motion

### Recognition

#### **Student Gallery | Spring 2016 & Summer 2017**

Art Center, Pasadena

#### **Prenzlauer Studio / Kunst-Kollektiv Exhibition**

Berlin, Germany

#### **Samsung Awards Scholarship**

Art Center, Pasadena

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*Speak Chinese & English & Learn Japanese*

*Love travelling & gaming & cosplay*