

Jiacheng Yang



Interaction Designer

jiyang.io

EXPERIENCE

Apple

Emerging Tech Intern

May 2019 - Aug 2019 - 3 months, Sunnyvale

Designed and researched AR-related experiences at Apple Marcom.

Pico Interactive

Interaction Designer

Jan 2019 - May 2019 - 4 months, San Francisco

Worked on Pico HMD platform UI UX. Researched, designed, and prototyped VR user interfaces for social VR applications. Built rapid VR prototyping pipeline. Experimented and prototyped future VR and AR use cases.

Google

Google Daydream Sponsored Project

Sep 2018 - Dec 2018 - 3 months, Pasadena

Participated Google Daydream Sponsored VRAR project Class at ArtCenter College of Design. Designed, prototyped an AR-based product to help kids perform creative storytelling.

Freelance Web Designer, Developer

Blind, Autobon and more

Jan 2018 - Present - 2 years, Pasadena

Working with various clients and agencies to ideate, design, and develop websites focusing on marketing and communication, education, and e-commerce.

EDUCATION

ArtCenter College of Design

Bachelor of Science, major in Interaction Design

2016 - 2020, Pasadena

Tongji University

Major in Civil Engineering

2014 - 2016, Shanghai

leoyakxi@gmail.com

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Industry Knowledge

User Interface

User Experience

Interaction Design

Front-end Developing

3D Modeling

3D Motion

VRAR Design

VRAR Prototype

Tools & Technologies

Figma, Sketch, Webflow,

Framer, Principle, Unity, C4D,

Blender, Adobe Suite, Fusion

360, Keyshot

Languages

English (professional)

Mandarin (native)

Recognitions

| Awwwards SOTD x 1

| 2017 China User Experience

Design National Silver Award

| ArtCenter College of Design

Dean's list

Linkedin

[linkedin.com/in/jiachengyang](https://www.linkedin.com/in/jiachengyang)