

YUXI WU

UX Designer

Bay Area, California

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OBJECTIVE

Creative and results-driven UX Designer with 3+ years of experience crafting intuitive, visually engaging interfaces. Passionate about integrating visual/motion design with microinteractions to elevate user engagement and storytelling. Skilled in Figma, Photoshop, Illustrator, Premiere, and After Effects to create designs that are both visually compelling and user-friendly. Excited to bring my creativity and motion-driven approach to a forward-thinking team, delivering impactful, seamless experiences.

EDUCATION

California College of the Arts

MFA, Interaction Design | Sep 2020 - May 2023

Courses: IxD Studio, Strategy Lab, Studio Forward, Design Research/Market, Prototyping

Academy of Art University

MFA, Landscape Architecture | Sep 2012 - Jun 2016

Northeast Forestry University

MFA, Environmental Art Design | Sep 2008 - Jun 2011

SKILLS

UX Design Practices:

Interaction Design
User Interface Design
Visual Design
Sketching
Wireframing
Storyboarding
User Testing
Prototyping
Cross-functional Collaboration

TOOLS

Illustrator
Photoshop
Premiere
After Effects
Adobe XD
Figma
Principle
Rhino
Unity
Processing

EXPERIENCE

Jun 2024 - Now

Technology Manager

Demetra Cabinetry

San Jose

- Enhanced design and production workflows by integrating front-end design tools with back-end production Cabinet Vision, improving efficiency and precision in product execution.
- Developed a comprehensive digital catalog and streamlined data transformation for seamless CNC cutting from design ordx. files.
- Collaborated with cross-functional teams to ensure a high standard of visual and interaction design, maintaining consistency across platforms.

Nov 2022 - Jun 2024

UX Designer

ChaadHR

Remote

- Led cross-functional collaboration to design a visually cohesive SaaS platform that connects employers with global talent, streamlining team management.
- Developed a design library, to enhance a universal design style and ensure consistency across platforms. Adapted visual designs for diverse regional regulations, successfully launching in 10+ countries.
- Delivered visual designs for ads posts, user stories on the social media.
- Spearheaded the visual design of a payroll management system, creating an intuitive invoice dashboard, payroll tracking, and transaction processing features.
- Utilized customer insights and data metrics to continuously refine and enhance the product's user interface and overall experience.

Jun 2022 - Aug 2022

UX Designer Intern

Amazon

Remote

- Led an end-to-end design project for a new shopping recommendation feature, leveraging the existing design library and following established guidelines to ensure visual consistency.
- Participated in design reviews and collaborated with UXR to organize unmoderated design testing, rapidly gathering feedback for iterative design improvements.
- Collaborated closely with cross-functional stakeholders throughout the ideation, design, and implementation phases.

Sep 2020 - May 2023

UX Designer

California College of the Arts

San Francisco

09. 2022 - 05. 2023 | Google Sponsored Design Project

- Sponsored by Google, engineered an interactive digital installation at the YBCA museum for the Future Resonance show. Explored a new interactive experience for reimagining past memories by connecting photo snapshots based on context such as sounds, emotions, and event types. Created a dynamic digital interface that allows users to navigate their memories through a chain of events or juxtaposition of multiple moments. This approach offers a more organic and authentic way to explore personal history, moving beyond traditional photo galleries for a deeper, more meaningful recollection of life's moments.

09. 2022 - 12. 2022 | Lenovo Sponsored Design Project

- Partnered with Lenovo to investigate the "future of workspace" for live-streamers. Investigated the future of workspace for live-streamers, conceptualizing a portable live-streaming device.