

# Kaiyi Tan

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## EDUCATION

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| <b>ArtCenter College of Design</b><br><i>MFA. in Computer Software and Media Applications</i>   Interaction Design (STEM) <ul style="list-style-type: none"><li><b>GPA:3.92/4.0</b>   <b>Awards:</b> ArtCenter Grad Cont Scholarship</li></ul> | Sep 2023 - May 2025 |
| <b>University of Nottingham Ningbo China(UNNC)</b><br><i>BEng. (Hons) in Product Design and Manufacture</i> <ul style="list-style-type: none"><li><b>GPA:3.92/4.0</b>   <b>Awards:</b> Dream Scholarship for Art and Culture(2022)</li></ul>   | Sep 2019 - Jun 2023 |

## SKILLS

- UX Design & Research:** User-Centered Design, Interaction Design, Product Design, Visual Design, Design Thinking, Mobile Design, Web Design, UI Design, UX Design, UX Wireframes, Design System, Information Architecture, Storyboarding; Prototyping, Accessibility Design (WCAG), High-Fidelity Mockups, Inclusive Design Principles, Component-Based Design, A/B Testing, Responsive Design, UX Research, Digital Media Design, **Google Certified UX Designer**. [Credential URL](#)
- Software & Design Tools:** Figma, Sketch, InVision, Principle, Photoshop, Illustrator, InDesign, Premiere, After Effects, Audition, TouchDesigner, Unity, Unreal Engine 5, Rhino, SolidWorks, 3DMax, Blender, Arduino IDE, KeyShot, Elementor
- Programming & Web Technologies:** Cursor, Front-End Technologies, HTML, CSS, JavaScript, Python, Web/ Apps Framework

## WORKING EXPERIENCE

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|---|---------------------|
| <b>Google Sponsor Studio</b>   Los Angeles, CA<br><i>AIGC designer</i><br>Design a workflow integrating efficient AI tools into Google's Packaging 2.0 and 3.0 pipelines, creating a human-driven, AI-assisted system that enhances scalability and productivity. ( <a href="#">Project Link</a> ) <ul style="list-style-type: none"><li>Designed "NestGen," an AI plug-in integrating Cursor, V0, and Figma to streamline Google's packaging workflow by unifying shape, structure, and graphics into one process, boosting creativity and efficiency.</li><li>Engaged in the full UX design process from requirements analysis and IA to wireframes, low-fi prototypes, and final output.</li></ul> | Jan 2025 - Apr 2025 |
| <b>NWF Strategies</b>   Palo Alto, CA<br><i>Web/UX designer intern</i><br>Web design for Congresswoman Mary Peltola of Alaska <ul style="list-style-type: none"><li>Designed interactive logic in Figma and built Mary Peltola's front-end site with Elementor, including server content management.</li></ul>  | May 2024 - Jun 2024 |
| <b>Global Dental Shop</b>   Washington, DC · Remote<br><i>Mobile App UI/UX development intern</i><br>Contribute significantly to the development of visually engaging and user-friendly interfaces for mobile applications. <ul style="list-style-type: none"><li>Created wireframes and UX flows in Figma; collaborated with backend developers to integrate UI with server-side functionality.</li></ul>  | Jan 2024 - Apr 2024 |
| <b>Think Big Startup Team</b><br><i>Chief Technology Officer</i>   VR Hardware Startup backed by Angel Investment<br>Develop VR-based hardware and platform solutions for immersive murder mystery games, supported by Ningbo Institute of Intelligent Technology and incubated by the Li Dasan Incubator at UNNC and Hong Kong University of Science and Technology. <ul style="list-style-type: none"><li>Led a 3D modeling and scene-building team using 3DMax and Unreal Engine 5 for virtual gameplay.</li><li>Standardized the fragmented murder mystery industry by building a unified platform, introducing review systems, and enhancing player immersion.</li></ul>                         | Sep 2021 - Sep 2022 |
| <b>PROJECT</b>  |                     |
| <b>Facescore</b>   University of Nottingham ( <a href="#">Project Link</a> ) <ul style="list-style-type: none"><li>Applied User-Centered Design principles to replicate and enhance the offline concert experience in an online setting.</li><li>Utilized Kinect for motion capture, ESP32 for gesture recognition, and Unity for building user-centered virtual scenes.</li></ul>  | Sep 2022            |
| <b>Mary Pickford Arts Alliance</b>   Mary Pickford, Los Angeles, CA ( <a href="#">Project Link</a> ) <ul style="list-style-type: none"><li>Designed a centralized platform to connect LA-based nonprofit art institutions under the Arts for LA consortium.</li><li>Enabled nonprofits to share events, exchange resources, and connect with volunteers on a unified digital hub.</li><li>Supported trusted grant, endorsement, and donation workflows within a safe, community-driven ecosystem</li></ul>  | Nov 2024            |
| <b>EchoEnsemble</b>   ArtCenter College of Design ( <a href="#">Project Link</a> ) <ul style="list-style-type: none"><li>Enabled music composition through voice input, letting non-musicians hum melodies and receive instant harmonic guidance.</li><li>Designed adaptive music lessons and unlockable creative elements—notes, chords, and virtual musicians—to deepen user engagement and musical literacy.</li></ul>   | Feb 2025            |