

Kaiyi Tan

ktan4@inside.artcenter.edu | (626)831-3928 | kaiyitan-personal-portfolio.com/ | Objective position: UX Designer

EDUCATION

ArtCenter College of Design

Sep 2023 - Jun 2025 (Expected)

MFA. in Computer Software and Media Applications | Interaction Design (STEM); GPA:3.92/4.0

Awards: ArtCenter Grad Cont Scholarship

University of Nottingham Ningbo China(UNNC)

Sep 2019 - Jun 2023

BEng. (Hons) in Product Design and Manufacture; GPA:3.92/4.0

Awards: Dream Scholarship for Art and Culture(2022)

English: (Fluent with TOEFL 101, GRE 332+4)

SKILLS

UserCenter Design; Design Thinking; WCAG; Figma; Arduino IDE; Adobe PS; Ai; Au; Pr; ID; JavaScript; html; Solidworks; Rhino; 3DMax; Blender; Keyshots; Unity; UE5; TouchDesigner; Elememtor

Google Certified UX Designer. Credential URL: <https://coursera.org/share/2cb7ab8711e0aa35ecf84ecf1af2cbd2>

WORKING EXPERIENCE

NWF Strategies

May 2024 - Jun 2024

Web/ UX designer

Palo Alto, CA · Remote

Web design for Congresswoman Mary Peltola of Alaska.

- Use Figma to build interactive logic and interactive effects for websites;
- Using Elementor Pro to build front-end websites and manage server content on Mary Peltola's website (marypeltola.com/)

Global Dental Shop

Jan 2024 - April 2024

Mobile App UI/UX development intern

Washington, DC · Remote

Playing a crucial role in creating visually appealing and intuitive user interfaces for mobile applications.

- Using Figma to create product User Flow, Wireframes, and Wireflows;
- Collaborate with backend developers to integrate UI elements seamlessly with server-side

Think Big Startup Team

Sep 2021 - Sep 2022

Chief Technology Officer

To Apply VR Technology to Murder Mystery Games and provide hardware solutions

- Directed skilled team in model making by 3D Max, scene construction, testing, and rendering by Unreal Engine 5;
- Aimed to eradicate the brutal growth of murder mystery games, standardize the market, introduce a review process, build a more convenient platform, and enhance the immersive playing experience;
- As an incubation project, it has been funded by Ningbo Institute of Intelligent Technology of Hong Kong University of Science and Technology and has been established in the Li Dasan Incubator of University of Nottingham Ningbo China (UNNC)

Shanghai Suning Sales Co; Ltd (Fortune Global 500 company)

Jul 2021 - Sep 2021

UX Designer Intern

- Developed and implemented a user-centric information architecture by Figma, familiarized with user-center design;
- Involved in user research, data analysis to product brainstorming

Chengdu Jingdong Century Trading Co, Ltd

Jun 2020 - Sep 2020

UX Designer Intern

- Designed customer-relate UI in both HTML and JavaScript;
- Assisted in user research, user flow chart, market analysis, interface design, product design to help build product structure

Faculty of Science and Engineering of UNNC

Oct 2022 - Jun 2023

Research Assistant of Metaverse Modeling

To Realize the VR Exhibition in On-campus Building of virtual tour

- Conducted in 3D modelling and rendering through Unity

Summer Research Program of UNNC

Jun 2022 - Sep 2023

Research Assistant

To Solve Problems such as boring content and difficult knowledge points through AR

- Involved in drawing Mark identified by AR and 3D modeling;
- Developed AR software to help students remember class contents

ACTIVITY

Graduation Song Team of UNNC

2021-2022

Served as the leader and compose

- Coordinated relevant matters including staff coordination, project publicity and promotion, and review and upload to the platform
- 2022 Graduation Song, *Fly in Summer Breeze*, published on QQ Music and NetEase Cloud Music
- 2021 Graduation Song, *For Everything that Worth*, published on QQ Music and NetEase Cloud Music

Art Troupe of UNNC

2019-2023

- Participated in performances as a piano player in the Orchestra of UNNC
- Participated in performances as a bass player and guitarist in the Bands Club of UNNC
- Participated in performances as a tenor in the Choirs of UNNC
- Served as the section chief of the publicity department; organizing and held departmental meetings and training

PROJECT

Facescore

- Use User Center Design theory to restore the user experience of the offline concert into the online concert
- Use Kinect to achieve motion capture , Esp32 to achieve gesture recognition, Unity to create the users' virtual scene, and Figma to build the UI.

Check my website to find more kaiyitan-personal-portfolio.com/

OTHER ACHIEVEMENTS

Student Member of the Institution of Engineering Designers (IED)

2022

Design Work, The Phoenix, exhibited at MoAE art gallery

2022

First Prize at the 20th Chinese Newspaper Writing Competition

2018

First Prize at the Provincial Level at Leadership Club Activities

2017

Chinese Musicians Association, Grade 10 Piano

2015