

Kaiyi Tan

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EDUCATION

ArtCenter College of Design

Sep 2023 - May 2025

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)

SKILLS

- **UX Design & Research:** User-Centered Design, Interaction Design, Design Thinking, Mobile Design, Web Design, UI Design, UX Design, UX Wireframes, Information Architecture, Storyboarding; Prototyping, Accessibility Design (WCAG); 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:** HTML, CSS, JavaScript, Python, Web/ Apps Framework

WORKING EXPERIENCE

Google Sponsor Studio | Los Angeles, CA

Jan 2025 - Apr 2025

AIGC designer

The Google packaging team will be teaming up with Art Center to develop a workflow and tools around AI use within the design and engineering of Google hardware consumer packaging.

- Developed an innovative solution integrating AI tools into Google's packaging design workflow, enhancing efficiency, adaptability, and sustainability while ensuring alignment with Material Design principles. (Project Link)

NWF Strategies | Palo Alto, CA

May 2024 - Jun 2024

Web/UX designer intern

Web design for Congresswoman Mary Peltola of Alaska

- Designed interactive logic in Figma and built Mary Peltola's front-end site with Elementor, including server content management.

Global Dental Shop | Washington, DC · Remote

Jan 2024 - Apr 2024

Mobile App UI/UX development intern

Contributed significantly to the development of visually engaging and user-friendly interfaces for mobile applications.

- Created wireframes and UX flows in Figma; collaborated with backend developers to integrate UI with server-side functionality.

Think Big Startup Team

Sep 2021 - Sep 2022

Chief Technology Officer / VR Hardware Startup backed by Angel Investment

Developed 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.

- Led a 3D modeling and scene-building team using 3DMax and Unreal Engine 5 for virtual gameplay.
- Standardized the fragmented murder mystery industry by building a unified platform, introducing review systems, and enhancing player immersion.

PROJECT

Facescore | University of Nottingham ([Project Link](#))

Sep 2022

- Applied User-Centered Design principles to replicate and enhance the offline concert experience in an online setting.
- Utilized Kinect for motion capture, ESP32 for gesture recognition, and Unity for building user-centered virtual scenes.

Mary Pickford arts alliance | Mary Pickford, Los Angeles, CA ([Project Link](#))

Nov 2024

- Designed a centralized platform for Mary Pickford Arts Alliance to foster cross-organizational collaboration among LA-based nonprofit art institutions under the Arts for LA consortium.
- Enabled nonprofits to share events, exchange resources, and connect with volunteers, while supporting trusted grant, endorsement, and donation workflows within a safe, community-driven ecosystem.

EchoEnsemble | ArtCenter College of Design ([Project Link](#))

Feb 2025

- Enabled music composition through voice input, letting non-musicians hum melodies and receive instant harmonic guidance.
- Designed adaptive music lessons and unlockable creative elements—notes, chords, and virtual musicians—to deepen user engagement and musical literacy.