



**Yuqing
Chen**

Product/UX Designer

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EDUCATION

University of Texas at Austin

MS, Information Studies
Specialization in UX Design, HCI
May 2020
GPA : 3.9

Sichuan University

BA, Chinese Linguistics & Literature
Jun 2018
GPA : 3.5

SKILLS

Design

Storyboarding
Journey Mapping
Prototyping
Wireframing
Information Architecture
Data Visualization
Design System
Accessibility

Research

Interviewing
Contextual Inquiry
Survey Design
Persona Creating
Usability Testing
Competitive Analysis

Tools

Figma
Sketch
Adobe Creative Suite
Invision

Development

HTML
CSS
JavaScript

WORK EXPERIENCE

UX Designer, Microsoft (via KForce)

Oct 2021 - Present · Remote

- Delivered design and innovation across design process at M365 admin center.
- Worked on Microsoft Search for admin and Network connectivity to increase productivity for organizations.
- Collaborated with product managers and development team members to shepherd end-to-end experiences from concept to ship for products.

Product Designer, ClosedLoop.ai

Sep 2020 - Oct 2021 · Austin, Texas

- Defined design direction and implemented user-centered changes, refinements, and improvements for healthcare's data science platform - ClosedLoop.ai.
- Delivered detailed design flows and specifications, ensured product excellence throughout product development process in close collaboration with product managers, software developers, data scientists, and external stakeholders in an agile environment.

Product Designer, Institute of Media Innovation

Sep 2019 - Aug 2020 · Austin, Texas

- Conducted in-depth interviews, competitive analysis, and literature reviews to reveal pain points for the youth in their access to mental healthcare.
- Designed and prototyped an AI-integrated platform that promotes awareness and removes barriers in access to mental healthcare.

Interaction Design Intern, Nokia of America Corporation

Jan 2020 - May 2020 · Austin, Texas

- Conceptualized and researched new products and services in the space of 5G for digital service providers and enterprises through desktop research, story mapping, and collaboration with subject matter experts.
- Designed and iterated interactive prototypes via wireframes and usability tests.

UX/UI Design Intern, Procore Technologies

Jun 2019 - Aug 2019 · Santa Barbara, California

- Designed and validated new experiences for cloud-based construction management tools.
- Defined and maintained cohesive components including empty state Illustrations for Procore's Core Design System.

UX Design Intern, Coupang

Aug 2017 - Nov 2017 · Shanghai, China

- Implemented innovative solutions for Labor Management System and Attendance Tracking System.
- Delivered wireframes, visual mockups, and prototypes. Established and promoted design guidelines.