

YanYan Qian

Irvine, CA 92620

yanyan.design@gmail.com 512-784-8730

www.yanyandesigns.com

Professional designer with 10+ years' expertise in the software development, specializing in the UI/UX, graphics and visual design.

SKILLS

Concept sketch	Adobe Creative Suite (Illustrator, Photoshop, InDesign)
User study, persona	Agile development process, Jira, Scrum
Wireframe (Balsamiq, InVision, Justinmind, ProtoShare, Sketch)	Front-end development (HTML5, CSS3, JavaScript)
Low to high fidelity prototype	Company branding strategy and marketing visual materials

PROFESSIONAL EXPERIENCE

Red Too Studios

Irvine, CA

2017-present

UI/UX Contractor

- Lead designer for the web and mobile application projects. Created wireframes and visual assets used in the applications.
- Designed YLB mobile application, a social media mobile platform for college applicants. The app was launched in the Apple store within 4 months' close collaboration between the developers and myself, gained over 2000+ users on the first launch.
- Designed Bread Pie mobile application, an app targets for job hunters in the Asia job market. Established personas and user journey maps, created high fidelity mockups and all the visual assets.
- Lead the Newport Hair Loss Center rebranding project. Delivered a completely new website and marketing package. Transformed the traditional website to a mobile-friendly responsive website.

Phoenix Energy Technologies

Irvine, CA

2012-2017

Senior UI/UX Designer

- Developed and managed the look and feel of the entire enterprise level green technology application. These proprietary SaaS products were used by over 20 high profile and Fortune 500 companies. Created the company's visual branding and style guide.

- Set the standards and lead decisions on the user-centered design process. Created the user experience/journey maps. Solved the challenge of highly functional and cohesive user experience throughout the whole application.
- Collaborated closely with the product managers to set up project requirement documents, gathered users' need and feedback. Created visual mockups and prototypes at the initial stage of projects.
- Highly involved in the development team's the Agile process and daily scrums. Delivered detailed visual specifications for the software engineers. Supported the front-end development using the MVVM and MVC models. Set up company's unique CSS style guide.

Smith Micro Software, Inc.

Aliso Viejo, CA

2010-2012

Interaction Designer

- Created design concepts and visual screens for mobile applications, websites, online rich media and print media.
- Oversaw the creative process and prepared for deliverables, such as the brand boards, user stories, wireframes, user interface screens, print materials and style guides.
- Researched and developed visuals for various platforms across from PC, Macintosh, smartphones to tablets (iOS & Android).
- Translated the branding and marketing strategies for large mobile technology clients, such as AT&T, Sprint, T-Mobile and Verizon. Kept design concepts within the project scope: strategic positioning, business requirements, timelines, and budgets.

BAE Systems

Ontario, CA

2009-2010

Senior Product Designer

- Worked in the New Product Development group of the protective gear and body armor industry for the military and law enforcement industry.
- Designed and engineered new product concepts along with modifications to existing products. Interpreted, analyzed, and developed solutions from customer specifications.
- Generated conceptual pattern and dimensional data requirements. Lead the pattern makers and technicians to generate Bills of Materials and Bills of Operation for assigned projects. Oversaw the offshore manufacturing progress.
- Interfaced with all teams within the corporation, from marketing, sales, manufacturing, customer service, purchasing, to the finance teams. Provided product information and supported end-users.

Activa Global Sports & Entertainment

Irvine, CA

2007-2009

Senior Graphic Artist

- Designed new products for a sports and entertainment consumer product company. Produced high quality print-ready graphics for product packaging, advertising and point-of-purchase signage. Products such as collectibles, toys, gifts and apparels were mass produced and sold in large retail stores, such as Costco and Walmart.

- Generated three dimensional product renderings and retail displays. Received numerous art and design approvals from national sports league such as NFL, NBA and NHL, and entertainment network such as HBO and Warner Bros.

PICO

Torrance, CA

2006-2007

Lead Designer

- Lead the Los Angeles regional office design team for a global event company. Communicated with clients and collaborated with vendors all around North America, Europe and Asia.
- Oversaw the design scheduling and progress. Managed design strategy and direction by understanding the clients' branding guidelines, event requirements and budget constraints.
- Designed and delivered comprehensive presentation packages.
- Worked extensively with clients, including many Fortune 500 companies, from the industries of aerospace, energy, entertainment, fashion, gaming, multimedia, semiconductor, defense, and security. Gained compliments from clients by successfully designing their retail space, trade show booths, and public events.

EDUCATION

Master of Fine Art in Design - University of Texas at Austin

Bachelor of Engineering in Industrial Design - Zhejiang University