

YanYan Qian

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SUMMARY

- Extensive experience in the design profession; expertise in the UI/UX design, graphic design, marketing and company branding.
- Proven skills and strong portfolio in the user experience and user interface design; can take projects from zero to the finish line, from concept, wireframe, prototype to the development.
- A great team player, solid people skills with designers, developers, stakeholders and other cross-functional team members, great working ethics.

SKILLS

- Sketch
- Wireframe (Justinmind, ProtoShare, Balsamiq, InVision)
- Low to high fidelity prototype
- User research
- Adobe Creative Suite (Illustrator, Photoshop, InDesign)
- Agile development process
- Frontend development (HTML5, CSS3, JavaScript)
- Company branding
- Marketing material creation

EXPERIENCE

Red Too Studios

Irvine, CA

(11/2017 – present)

UI/UX Contractor

- Working as an independent contractor for web and mobile application projects. Responsible for creating wireframes and visual assets being used in the applications.
- Projects include, but not limited to – YLB mobile application (www.ylbservices.com/en/), a social media mobile platform for oversea college applicants seeking professional counselor advice. Other functions include discussing questions and concerns among peers, and getting information of pre- and post-application issues.
- Bread Pie mobile application, an app targets for job hunters in the Asia market. It provides online E-learning for the skills that are required for the job markets and job openings.
- Newport Hair Loss Center (www.newporthairlosscenter.com), a complete rebranding for its website and marketing package. Transform the traditional website to a mobile-friendly responsive website.

Phoenix Energy Technologies

Irvine, CA

(5/2012 – 11/2017)

Senior UI/UX Designer. www.phoenixet.com

- Worked for an energy management company, using the SaaS products. Responsible for the look and feel of the entire enterprise level green technology application, used by high profile and Fortune 500 companies. Creator of the company visual branding and style guide.
- Set the standards and lead decisions on the user-centered design process. Created the user experience map. Solved the challenge of highly functional and cohesive user experience throughout the whole application.
- Worked closely with the product managers to set up project requirement documents, gather users' need and feedback. Created visual mockup and prototype at the initial stage of projects.
- Being a team player for the Agile process. Deliver the detailed visual specifications for the software engineers. Participate in 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 (10/2010 – 5/2012)

Interactive Designer. www.smithmicro.com

- Created design concepts and visual screens for mobile application, web sites, online rich media and print media.
- Oversaw the creative process and prepare for deliverables, such as brand boards, creative comps, wireframes, user interface screens, print material and style guides.
- Researched and developed visuals for various platforms across from PC, Macintosh, Smartphone to tablets (iOS & Android).
- Translated branding and marketing strategies for 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 (11/2009 – 10/2010)

Senior Designer. www.baesystems.com

- Worked in the New Product Development group of the protective gear and body armor industry for military and law enforcement industry.
- Responsible for product design and engineering of new product concepts along with modifications to existing products. Interpret, analyze, and develop solutions from written customer specifications.
- Generated conceptual pattern and dimensional data requirements. Worked with design technicians to generate Bills of Materials and Bills of Operation for assigned projects. Implemented engineering changes, corrective actions and continuous improvement initiatives. Oversaw offshore manufacturing progress.
- Worked as part of a design team with marketing, pattern makers, and sample technicians. Provided product information and support to end-users as required. Interfaced with manufacturing, sales, customer service, purchasing, and finance personnel.

Activa Global Sports & Entertainment Irvine, CA (12/2007 – 11/2009)

Graphic Artist & Retail Designer. www.activaglobal.com

- Worked in a sports and entertainment consumer products company. Responsible for new product creation and development in the field such as, collectibles, toys, gifts and apparel. Produced high quality print-ready graphics for product packaging, advertising and point-of-purchase signage.
- 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 (7/2006 – 12/2007)

Lead Designer. www.pico.com

- At a global event company worked with clients and collaborated with vendors all around North America, Europe and Asia.
- Led the Los Angeles regional office design team. Responsible for overseeing design scheduling and progress, planning design strategy and direction by understanding the clients' branding guidelines, event requirements and budget constraints.
- Designed and produced comprehensive presentation packages. Other duties included clearly communicating with clients to exceed their expectation, working closely with project managers, engineers and builders.
- 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.

Exhibit Planning & Management Albany, NY (1/2005 – 7/2006)

Graphics & 3D Designer. www.epmexhibits.com

- Responsible for designing all phases of 2D and 3D design in the field of exhibition and events planning, including creative thinking, freehand sketches, design development, electronic

presentations and construction supervision in the exhibition and event industry domestically and overseas.

- Worked collaboratively with outside agencies and vendors to coordinate projects. Successfully designed and completed the shows and events of: GE booth in Power Gen Europe, Power Gen India, World Wind Energy, Nuclear Power Industry in Shanghai, Russia Power, GITA, OTC, GE Ecomagination Event, Nextfest Event, and Grandoe booth in World Shoe Association and MAGIC show.

EDUCATION

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

Bachelor of Engineering in Industrial Design - Zhejiang University