

Yanxin Jiang

UX Designer & Developer

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WORK EXPERIENCE

UX Developer

Aug 2022 – Feb 2024

EZOPS Inc., New York, NY

- Directed the end-to-end UX design process for an enterprise SaaS data acquisition and processing application as the founding designer on a global team of 20+ product managers and engineers.
- Conducted competitive analysis of 8 market leaders and led user research with 15+ participants to inform the creation of wireframes and prototypes for a drag-and-drop workflow builder, dashboards, data visualizations, forms, and product marketing pages.
- Established and maintained the design system in Figma, achieving up to an 80-90% reduction in development time for major components by collaborating with developers to ensure consistency and optimize implementation.
- Presented design solutions and advocated for best UX practices in one-on-one conversations, team meetings, and a company-wide presentation attended by over 120 employees, including C-suite executives.
- Improved front-end development efficiency by 10% by developing application features, user authentication pages, and resolving design alignment issues and bugs using JavaScript, React, and HTML/CSS.

Graphic Design Intern

Apr 2021 – Sept 2021

She Heals the World, New York, NY

- Produced release-ready graphics, audio, and video media with a 92% first-version approval rate for 35+ company advertisements, podcasts, and blog posts, utilizing Photoshop, Premiere Pro, and Figma.
- Created a 4-page influencer media kit to strengthen brand identity and attract collaboration opportunities by iterating based on feedback from 5 participants.

Web Design Intern

June 2020 – July 2020

Ask Applications, New York, NY

- Designed for a diverse product portfolio, maintaining a 95% first-version approval rate on over 30 legally compliant landing pages, advertisements, and other digital assets using Adobe Creative Cloud.
- Built and maintained 5+ landing pages for browser extensions using a CMS, JavaScript, and HTML/CSS.
- Collaborated with a product management intern to boost installation rates and customer retention by proposing a redesign for 3 browser extension uninstall pages.

EDUCATION

New York University Tandon School of Engineering

Sept 2018 – May 2022

Bachelor of Science in Integrated Design and Media

- Minor in Computer Science, Minor in Science and Technology Studies
- Graduated magna cum laude (GPA: 3.85), Dean's List all semesters, Recipient of Tandon Scholarship

SKILLS AND TOOLS

- **Skills:** User Experience Design, Product Design, User Research, Interaction Design, Wireframing, Prototyping, UI Design, Graphic Design, Front-end Development, Branding, Game Design, Game Development, 3D Modeling
- **Tools:** Figma, Adobe Creative Cloud (Photoshop, Illustrator, XD, Premiere Pro), JavaScript, TypeScript, JSX, React, HTML/CSS, Agile methodologies, JIRA, Bitbucket, Git, Wix, WordPress, Autodesk Maya