# QIAN LI ( ELAINE)

UX/UI DESIGNER

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http://happycodinglife.com/index.html

From experience gained through two design majors, I realize that the purposes of all design works are the same - we design things for "people," so the user-centered design matters. My interior design background also gives me a keen sense of 3D thinking. The group environment in which I work always inspires me to think more creatively, so I am looking forward to working with other passionate experts.

## EDUCATION

### WEB DESIGN & NEW MEDIA
Academy of Art University
Master of Art
2014 - 2020

### INTERIOR ARCHITECTURE DESIGN
Academy of Art University
Master of Fine Art
2010 - 2012

### INTERIOR DESIGN
Nan Jing Forest University
Bachelor of Fine Art
2004 - 2008

## SKILLS

### TOOLS
- Sketch
- Illustrator
- Adobe XD
- inVision
- Principle
- InDesign
- Photoshop
- After Effects
- 3ds Max
- Auto CAD
- HTML/CSS

### DESIGN METHODOLOGIES
- Design Solution
- Persona
- Storyboard
- Information Architecture
- Prototype
- Wireframe
- Visual Design
- Stylebook

### OTHER SKILLS
- Interior Design
- Sketching

## EXPERIENCE

### ACUMEN LLC
**UI & Graphic Designer | Nov. 2019 - Present**
Acumen, LLC conducts policy research in support of federal, state, and local health care and social policy programs.

**What I do:**
- Create document for design system for team to use.
- Redesign a internal website which is for HR to share information with employees
- Redesign some of the UI for management application that uses by company.
- Design company's marketing materials
- Tests application style issues as a QA
- Create the graphics design the team needs

### KENA.AI
**Product Designer | Sep. 2019 - Nov.2019**
Kena is an AI-assisted, online music education platform for self-taught learners and practitioners.

**What I did:**
- Research user's needs, pain point and define the problems. Provided the solution.
- Analyze competitors and figuring out the highlight of our product.
- Developed the target audience and persona to enhance user experience.
- Design the website for the company.
- Map out the information architecture and designed the interface.

### SCHOOL PROJECTS

### ZERO
**Product Design | School Case Study | Spring 2018**
Zero is a home inventory tool to help users organize food storage.

**What I did:**
- A Complete UX design process - Analyzed problems, solution, servey data; created personas and interfaces. Prototyped user flows with low-fi and hi-fi interface design in three rounds of tests.