Yuanqi (Kinny) Chen

Product/UX Designer

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EXPERIENCE

Product Designer | Esri

Sep 2022 - Present | Redlands, CA

- Work closely with cross-functional teams to create data-driven, accessible, and responsive designs for ArcGIS StoryMaps (B2B) and storymaps.com (B2C).
- Conduct focus group interviews and comparative analysis to discover users' pain points, unmet needs, and opportunities for new features.

UX Designer | RePicture (UMD/Industry Capstone Project)

Sep 2021 - May 2022 | College Park, MD

- Redesigned and improved RePicture's homepage and profile creation flow.
- Translated findings from 13 user interviews and competitive research into design solutions by creating user scenarios, task flows, and storyboards.
- Iterated designs based on feedback and insights gathered from design reviews and 15 user testing sessions.
- Built a design system to improve visual consistency and cross-functional team collaboration.

UX/UI Design Intern | Airmart

June 2021 - Dec 2021 | Remote

- Created user flows, wireframes, and high-fidelity prototypes for Airmart's SaaS e-commerce application (B2B2C).
- Collaborated with the engineering, design, and business teams to deliver user-centric and feasible design solutions in a fast-paced environment.
- Optimized 6 existing features by generating new design solutions based on user feedback, performing product research, and iterating on designs.
- Partnered with the design lead to build and maintain Airmart's design system.

UI/UX Design Intern | QIS Project

Nov 2019 - Aug 2020 | Santa Barbara, CA

- Worked closely with engineers, product owner, and marketing coordinator to design a budgeting web application (B2B and B2C).
- Produced user flows, sketches, low-fidelity wireframes, and interactive prototypes for different client projects.

Design & Marketing Intern | Vocabulary Systems

Feb 2019 - Aug 2020 | Santa Barbara, CA

- Analyzed quantitative and qualitative user data to identify user pain points and provided design solutions for an English learning mobile app.
- Partnered with the CEO and engineer to design an English teaching platform.

EDUCATION

M.S. Human-Computer Interaction (HCIM)

University of Maryland, College Park (UMD)

Aug 2020 - May 2022

GPA: 3.74

B.A. Art

University of California, Santa Barbara

Sep 2017 - Sep 2019

GPA: 3.52

SKILLS

Interaction Design
Responsive Design
Rapid Prototyping
Journey Mapping
User Flow
User Persona
User Interviews
Usability Testing
Design System
Storyboarding
Affinity Mapping
Information Architecture
Competitor Research
Icon Design

TOOLS

Figma, Sketch, Adobe XD, Photoshop, Illustrator, Lightroom, Premiere Pro, Miro, UserZoom Go, HTML & CSS, JavaScript, Bootstrap, ReactJS

LANGUAGES

English, Mandarin, Cantonese