# XINRAN PENG

## **UX** Designer

**EDUCATION** 

**Bloomington, IN** 

School of Visual Arts New York, NY

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## **SKILLS**

## **DESIGN METHODS**

Wireframe Prototype / UX Mockup User-Centered Design Visual / Graphic Design UI Design Interaction Design Responsive Design Affinity Diagram User Personas Information Architecture Sitemap Speculative Design Scenarios Storyboard Accessibility in Design

### **RESEARCH METHODS**

Interviews Contextual Inquiry Diary Studies Card Sorting Surveys Co-design Probes Workshops User Flow / Journey Maps **Empathy Maps** Competitive Analysis **Usability Testing** A/B Testing Quantification

## **TOOLS**

Figma / FigJam Sketch **InVision** 

ProtoPie

Miro

Principle

Webflow

Balsamiq

Zeplin

Asana

Adobe XD

Adobe Photoshop

Adobe Illustrator

Adobe After Effects

Adobe InDesign Adobe Premiere

Indiana University M.S. in Human Computer Interaction / design

BFA in Design | Graduated with Honors

## WORK EXPERIENCE

### **UX & UI Designer**

PIX Moving

May - Aug. 2022

May - Aug. 2020

**Expected: May 2024** 

GPA: 4.0

2016 - 2020

GPA: 3.84

- Led the redesign of the DeAuto Hackathon website and collaborated closely with inhouse developers, marketing specialists, and vehicle engineers.
- Optimized the online application process for the hackathon with restructured information architecture, elevated visual design, and improved content writing.
- Increased applications received from less than 30 to more than 200 and boosted the conversion rate by 5 times, from less than 5% to 25%.
- Self-initiated research on improving the current product unboxing experience, conducted competitor landscape research, prompted alternative solutions to the supervisor, and eventually conducted several internal tests.
- Followed, maintained, and contributed to the existing design system, creating consistent visual design for the company's website, in-house materials, and social media.

### **UX & UI Senior Designer**

NONE Studio

Remote

Oct. - Dec. 2020; July - Sept. 2021

- Led 3 projects from ideation to execution in 5 months. Led a team of 4 designers and 2 developers and redesigned and launched the website for Seascape, an NFT gaming platform, in 6 weeks.
- Aligned progress and followed up with the client at every milestone, communicated with developers constantly to understand technical feasibility, and worked around technical constraints to prioritize delivery.
- Utilized user journey maps, wireframes, and animated prototypes to assist web developers and to help the client envision how users will experience their website.
- Established a cross-platform design system and applied the system on the website, mobile, editorial, packaging, and animation design.

## **Design Intern**

Wix.com New York, NY

Selected as one of 48 participants out of 1,000+ candidates for Wix's intensive 3-month web design internship program.

- Collaborated with a multi-disciplinary team of three, designed and launched a live website for an NGO, Winning Women Series.
- Elevated current branding and composed the handover document, including design guidelines to help the client maintain a consistent brand language in the future.
- Increased WWS' online exposure with improved SEO, resulting in audience growth from less than 1000 to currently over 4000 and a steady increase in subscribed users.