# XINRAN PENG

# **UX** Designer

**EDUCATION** 

Indiana University Bloomington, IN M.S. in Human Computer Interaction / design

New York, NY School of Visual Arts BFA in Design | Graduated with Honors xpeng9805@gmail.com www.xinranpeng.com

929-310-8154

## **SKILLS**

### **DESIGN METHODS**

Wireframe User-Centered Design UI Design Interaction Design Responsive Design Affinity Diagram User Personas Sitemap Speculative Design Scenarios Storyboard Accessibility in Design

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

Prototype / UX Mockup Visual / Graphic Design Information Architecture

### **RESEARCH METHODS**

User Flow / Journey Maps

**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

**WORK EXPERIENCE** 

# **UX & UI Designer**

**PIX Moving** China May - Aug. 2022

**Expected: May 2024** 

GPA: 4.0

2016 - 2020

GPA: 3.84

- Led the redesign and launch of the DeAuto Hackathon website and improved the overall user experience by reconstructing the information architecture and elevating visual design, resulting in a drastic increase in visitors and a success rate of 78%.
- Identified opportunities to improve current product delivery and unboxing experience, conducted self-initiated research on the competitor landscape, prompted the redesign solution to the supervisor, and eventually conducted internal testing.
- 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 and led a team of designers and a coder.
- Redesigned and launched the website for Seascape, an NFT gaming platform, aligned requirements with clients and developers to ensure technical requirements were met. and delivered consistent designs.
- Conducted extensive competitive research and identified pain points in the existing website's design and information architecture.
- Utilized user flow and journey map and several iterations of wireframes and product mockups to help the client envision how users will experience their website.
- Animated the prototype to assist web developers in bringing the vision to life.
- 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 May - Aug. 2020

- 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.
- Developed a design system from scratch and composed the handover document to help the client maintain a consistent visual design in the future.
- Communicated with developers to customize features for the client, understood technical constraints, and worked around these limits to prioritize delivery.
- Optimized WWS' website usability and increased by an estimated 49% and success rate by 56%, and boosted the online exposure with improved SEO, resulting in audience growth from less than 1000 to currently over 4000 and a steady increase in the subscription rate.