Tianyi Shao

Competency

Research
Usability Testing
User Interviews
Survey Writing
Storyboarding
User Persona

Design

Low to High Fidelity
Prototyping
Wireframing
Web Design
Graphics Design
Motion Design

Softwares & Programming Languages

Programming Softwares Languages Figma Python Balsamiq Java Qualtrics HTML & CSS Adobe After Effects Bootstrap Adobe Illustrator React Adobe Photoshop Unity Adobe Premiere Pro Pyret Cinema 4D LaTex

Interest

- Captain of the Brown Powerlifting Team, organized and led the team to compete in Ivy League and Rhode Island State Meets.
- Shot, Edited, and Directed various student film productions, music videos, and promotion materials.



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https://blakeshao.github.io/Portfolio/index.html



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Summary

Creative, detail-oriented, and collaborative UIUX designer and researcher with market acumen, passionate about elevating human experiences through technology, design, and empathy, with hands-on experience leading extensive analytics and presentations to understand user behaviors and able to derive design strategies from ideas and observations.

Education

Brown University | Providence, RI

May, 2024

Bachelor of Science and Bachelor of Arts

Concentrations: Computer Science, Modern Culture and Media

GPA: 3.80/4.00

Internship & Project Experiences

Brown University Furniture + Tech Design Research
Student Researcher, UIUX Team 09/2022 - Present

- Designed an immersive video conferencing furniture solving the issue of loneliness in the elderly community
- Led the UI/UX Team to design the usability test and interviews for the elderly
- Used Figma to prototype the interface for the embedded video conferencing app
- Organized and led weekly meetings with 8 teammates to curate and streamline documents and workflow on Miro and Notion

LinkedIn Job Search Usability for College Students

End-to-End Usability Research Project

08/2022 -09/2022

- Conducted usability tests and interviewed 4 college-aged professionals to explore LinkedIn's usability issues as to jobsearch functionality
- Summarized user behaviors and attitudes, and translated them into insights, personas, and recommendations for future designs
- Presented the insights and provided sketches of redesigned mock-up to the audience

Top of New York

UIUX Designer Intern

09/2022 - Present

- Utilized **Qualtrics** and **Google Form** to develop user surveys to explore user behaviors and preferences on **B2B2C platforms**
- Wireframed and Prototyped new iterations of the platform using Balsamiq and Figma

Impact Consulting Enterprises

Social Media/Meida Relations Intern

06/2022 -08/2022

- Used Adobe Creative Suite and Cinema 4D to design social media graphics for visual language construction and elevated the company's identity, attracted clients, such as HP and Microsoft
- Utilized Figma and Keap to design landing pages for the company and clients and drove up conversion rates by 4%