

# YUECHI LI UI/UX, Product Designer

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**STATEMENT** 

With more than 4 years of experience in UI/UX Design, I am now looking to grow as a multi-disciplinary designer and thinker with a deep focus on UI/UX Design to solve user and business problems using a Design Thinking approach.

**EXPERIENCE** 

## **UI/UX** Designer

Playphone.Inc, Sunnyvale, USA (Aug.2015 - Current)

Gather and evaluate user requirements in collaboration with product managers and engineers. Illustrate design ideas using storyboards, process flows and sitemaps and develop UI mockups and prototypes that clearly illustrate how sites function and look like. Also identify UX problems and create experiences with user feedback.

## User Experience Designer

Stuph, San Francisco, USA (Sep.2014–Dec.2014)

Worked on research, creation, rebranding and UI/UX design for Web/ Mobile key tasks flows. Collaborated with others designers to do user testing.

**SKILLS** 

#### **Design Process**

Research, Brainstorm, Wireframing, Prototyping, User Testing, Interaction Design, Visual Design, UI/UX Design, Infographic and Branding.

#### **Software**

Sketch, Invision, Flinto, Principle, Kite composer, Photoshop, Illustrator, InDesign, Webflow, CAD, 3Ds Max, SketchUp.

**EDUCATION** 

# Masters of Arts in Graphic Design

Savannah College of Art and Design, USA (Sept.2013–May.2015)

# Bachelor of Architecture and Environmental Art and Design

Guangzhou Academy of Fine Art, China (Sept.2006–June.2010)