JIANI HUANG

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📍 Salt Lake City, UT 📞 (385)-528-4176

EDUCATION

University of Utah — Aug 2019 - Dec 2024

*B*achelor Degree of Fine Arts - Painting and Drawing
- Major GPA 3.83 / 7 times Dean's list - Top 10% (2021, 2022, 2023, 2024)
- Grace Durkee Meldrum Scholarship in Art / International Student & Scholar Services Scholarship
- Exhibitions: 2024 - Tea Time Exhibition, Redwood National Park, Oil, Gittins Gallery, Salt Lake City, Utah

Google Foundations of User Experience (UX) Design Certificate

SKILLS & TOOLS

Skills: Usability Testing, Prototyping, Data Analysis, Visual Design, User Experience Research, Storyboard, Graphic Design, Design Leadership, Illustration

Tools: Figma, Procreate, Adobe Creative Suite

WORK EXPERIENCE

International Student Association Mentorship program — Aug 2024 - Dec 2024
*M*entor — Salt Lake City, Utah
- Guiding assigned mentees with school resources.
- Assisting with solving problems and meeting the needs of mentees.
- Fostering supportive communities.

Otea — Jan 2024 - Apr 2024
*G*raphic Designer & UIUX Designer Intern — Remote, US
- Creating a compelling, minimalist website design for the company that involves various information.
- Crafted interactive content for the website, providing concise ux writing for the product.
- Conducted branding analysis and created the product logo.
- Teamed up with fellow designers to optimize mobile app design.

Feiya Kindergarten — May 2023 - Aug 2023
*C*ontent Creator — Hunan, China
- Crafted age-appropriate content including interactive videos and games tailored to kindergarten students, aligning with Kindergarten's curriculum standards and educational objectives.
- Coordinate with teaching faculty to host interactive activities that stimulate early developmental growth in children.

PERSONAL PROJECTS

Focus Buddy — May 2024 - Present
*S*olo project
- Conducted interviews and surveys with individuals with ADHD to identify their needs and challenges.
- Created personas and empathy maps based on user surveys.
- Researched cognitive factors and behavioral models specific to ADHD groups to brainstorm ideas.
- Developed wireframes and prototypes to conceptualize the product idea.

Sizzle — Dec 2023 - Feb 2024
*S*olo project
- Utilize Figma to craft comprehensive mobile app wireframes and mock-ups.
- Conducted interviews and surveys to understand the demands, preferences, and expectations of potential users.
- Conducted user research to gather and analyze feedback.
- Thoroughly research the strengths and weaknesses of competing brands, optimizing product design through competitive analysis.

Academix — Mar 2023 - Nov 2023
*T*eam project, role as both UI designer and UX researcher.
- Conducted interviews and surveys with students to analyze their needs and pain points.
- Created prototypes and wireframes to visualize and refine product functionality.
- Refined website structure to ensure logical flow and intuitive navigation, enhancing user experience.

Snug Mellow   Dec 2022 - Mar 2023

*T*eam project, role as industrial designer and technical researcher

- Research users' pain points based on personas and empathy maps.
- Brainstorm ideas about the product's functionality.
- Analyzed market trends and process competitive product analysis to inform design decisions.
- Created product sketches to visualize design concepts.
- Researched fabrication methods and materials to ensure the product's feasibility and quality.

Medisync   May 2022 - Oct 2022

*S*olo project

- Conducted interviews and extensive research with potential users, gathering their needs, preferences, and expectations to understand and address their demands.
- Developed three systematic designs, each tailored to fulfill distinct user roles.
- Conducted moderated usability testing using qualitative and quantitive research methods to refine the product.
- Create storyboarding of the product.