Hannah Jiang

UX Designer

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Parsons School of Design

2017 - 2019

Master of Fine Arts,
Design and Technology

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China Agricultural University

2008 - 2012

Bachelor of Engineering,
Industrial Design

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Skills

UX Design

Accessible Design

Visual Design

Information Architecture

Animation

Graphic Design

SwiftUI

Html, CSS, JavaScript

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EXPERIENCE

Human Interface Designer

Apple   08/2019 – Present

- Work with key partners in a wide array of projects related to education and documentation of Apple's technologies.

- See concepts through the entire lifecycle, from taking abstract mockups and ideas and concretely transforming them into visuals, including user interfaces, icons, prototypes, etc. for both the web and native macOS and iOS applications

- Brainstorm concepts, sketch wireframes, prototype mockups, participate in design/project critiques, refine design direction based on feedback, and finalize design details

- Partner with engineering teams to see that final design solutions are implemented as intended, to ensure the best user experience

- Translating how app development works into beautiful and simplistic designs that materially improve users' lives in a measurable way

User Experience Intern

Apple   05/2018 – 08/2018

- Designed and prototyped a seamless and engaging learning experience across Apple platforms.

UI&UX Designer (Contract)

Toptal   12/2015 – 08/2019

- Delivered top-bottom design projects from conception to implementation for clients around the world

- Led a various client projects include interactive websites, applications, and brand revamps

- Attended as a Toptal Representative at the Global Digital Nomads in Jeju, South Korea

Senior Designer

PHNX   04/2015 – 11/2015

- Designed wireframes, prototypes, and interfaces for various cross-device applications

- Designed logos, brochures, posters, and websites for various industries such as energy, hospitality, ecommerce, and education

- Managed the artistic theme, from promotion materials to visual experience, for BenCham WaterBall Charity event hosting over 250 people

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Head UI Designer

THRE3D   07/2013 – 10/2014

- Managed the company's overall design developments and composition
- Led the design for the company's customer facing e-commerce site and the internal management portal
- Led marketing design for THRE3D's exposure at "Inside 3D Printing Conference and Expo" in New York
- Designed a variety of promotional signage from business cards to clothing

UI Designer

Andlisoft   04/2013 – 07/2013

- Designed and led 6 different projects, all of which consisted of designs for a wide range of response functions for Andlisoft clients.

Head UI Designer

Langlib   02/2012 – 03/2013

- Designed a new version of the company's website
- Played a key role in designing a new product for English learners to enhance their listening ability
- Led the design efforts for the English Flash Card application (iOS, Android, Windows) for Langlib's product line
- Devised marketing materials for the company's social media and offline advertising