Jingying Yao

UX Designer | Driven by Curiosity and Creativity

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Work Experience

Emory AppHatchery

UX Designer | Dec 2023 - now

- Analyzed user and market data and conducted user research to uncover insights that shaped product evolution and strategy.
- Redesigned the Georgia TB Guide Mobile App, impacting 3000+ Georgia users.
- Presented research findings and proposed redesign solutions to stakeholders through clear, concise, and visual formats, driving actions to enhance the product's user experience.

Rivian Automotive

UX Researcher | May 2022 - Aug 2022

- Enhanced both external and internal users' work efficiency by 65% in the management of 10000+ chargers by articulating complex design decisions for Rivian Energy Cloud to diverse stakeholders, thereby driving critical design enhancements.
- Created a comprehensive user assessment database to guide design decisions for European in-vehicle radio features, potentially impacting 10000+ customers. Conducted long-term desk research to ensure the database's relevance and utility.
- Improved vehicle Infotainment user experience by collaborating with the senior researcher to conduct In-car Usability Testing and analyze Likert Scale, Task Completion Rate and Qualitative Feedback to inform the stakeholders.
- Established User Behavior Model by collaborating with the senior researcher to collect and analyze the Human Factors Data and Qualitative Comments on the highway driving assistive feature of the vehicle system.

CIOT Robotics

Ux Specialist | Jul 2020 - May 2021

- Increased the overall customer purchase rate by 37% by creating new interactive design solutions in different corporate contexts (Haidilao Hotpots, Emperor Cinemas, etc.)
- Improved user task efficiency and completion rate by 50% through rebuilding product Information Architecture and User Flow, and applying Multi-modality Solutions to current products.
- Spearheaded impactful user-centric research and design initiatives. Collaborated closely with engineers and product managers to integrate human-factors guidelines into the product development lifecycle.

Beike Studio

UX Designer | Jun 2017 - Jun 2019

- Designed multiple XMU Systems, including Psychology Consulting System, Employment System, etc.
- Led team to build these systems based on my designs, impacting 30000+ students' campus lives.
- Delivered campus design workshops to junior designers and students regularly.

Education Experience

Georgia Institute of Technology

MS. in Human-Computer Interaction | Aug 2021 - May 2023 | GPA 4.0

Xiamen University

BE. in Digital Media Technology | Sep 2015 - Jun 2019 | GPA 3.5

Skills

Design

- Prototyping, Sketching, Wireframing, User Interface Design, User-centered Design, Design Thinking
- Infographics, User Journey Map, Affinity Map, Empathy Map, Service Blueprint, Process Flows, Site maps, Stakeholder Map, Storyboard, Persona, Video Editing, Visual Design, Motion Graphics, 3D Modeling, HTML, CSS

Research

- User Interview, User Survey, Contextual Inquiry, Observation, Focus Group, User Diary Study, Usability Testing, A/B Testing
- JTBD Analysis, Scenario Testing, Stakeholder Analysis

Tools

• Adobe Creative Suite, Figma, Sketch, Invision, Tableau, Blender, Protopie, Axure, Miro, Confluence, Jira, Google Analytics