

仇康化

我是一个设计师，原型制作爱好者，简洁美观的倡导者。
热爱将复杂的挑战转化为直观、引人入胜的用户旅程。

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职业经历

UX 设计师 | TEEL 实验室

教育技术, AI 教育 / 2023年10月 - 今 / 匹兹堡, 美国

- 领导快速原型开发和迭代设计, 成功交付**300多个界面和任务设计**, 为交互式AI网络课程提供端到端的实操学习体验
- 责任范围涵盖了基于学习目标的任务设计、用户测试、原型构建及向高层领导汇报成果

产品设计师 | 水木外语

教育技术, 外语教育 / 2020年5月 - 2023年1月 / 远程

- 与产品经理和用户体验专家合作, 为日语/韩语学习者设计引人入胜的入门-高级在线学习内容, 吸引超过**700万次**观看
- 通过用户体验策略、群组互动、互动元素及个性化反馈, 实现用户参与度的**30%增长**; 利用用户体验数据, 策划并实施**每周直播课程**, 根据用户反馈调整内容, 优化学习体验

项目经理助理 | 德勤咨询

科技咨询 / 2021年4月 - 2021年7月 / 北京, 中国

- 负责50人+的SAP迁移项目团队的**中日英三语沟通**, 编辑和翻译幻灯片、电子邮件和会议记录, SAP迁移文档, 优化了多语言项目流程, 负责增强了跨文化团队合作

项目经历

产品设计 | Bumble 遇见 (Vibely)

Bumble 交友软件 / 2024年1月 - 2024年2月

- 通过引入实时、基于位置的**交互式地图**功能, 为Bumble交友软件引入全新的交互范式, 优化用户体验, 促进了实时连接
- 设计了头像定制、对话里程碑、动态小组件和附近通知等核心功能, 并在用户旅程中巧妙植入了4个充满巧思的用户转化点

UI 设计/全栈开发 | 宠星球 (PetSphere)

社交 App / 2023年10月 - 2023年12月

- 设计并开发了一个响应式、数据驱动的宠物社区**Web应用**, 连接爱宠人士和宠物行业服务提供者
- 利用**HTML、CSS、JS、php、SQL和Ruby**实现了点赞、收藏、通知、用户个人主页和个性化推荐算法, 以提升用户参与度

交互设计 | 链单车 (BikeLink Pro)

半自动驾驶 / 2023年10月 - 2023年12月

- 设计并制作了一款具有革命性的半自动电动自行车的物理和电子原型, **定义半自动交互新范式**, 功能包括触觉反馈、障碍物警告、动态充电、导航、路线建议和面部识别解锁等

教育经历

卡内基梅隆大学

2023年8月 - 2024年5月 / 匹兹堡, 美国

人机交互, 计算机系 (GPA 4.0)

北京大学

2018年9月 - 2023年7月 / 北京, 中国

朝鲜语言文化学士 (GPA 3.9 前1% 优秀毕业生)

技能

工具/编程语言

- Figma, Sketch
- PhotoShop, After Effects, Final Cut Pro
- HTML, CSS, JavaScript, jQuery
- Python, R, SQL, PHP, RUBY
- Articulate 360, H5P, Voiceflow

设计

- 信息架构
- 概念开发
- 用户流程, 故事板
- 线框图, 原型制作, 故事叙事
- 用户体验设计
- 网页/移动UI, 交互设计
- 敏捷, 迭代开发
- 端到端交付

数据/开发

- 数据挖掘, 数据分析
- 数据可视化
- 用户研究, 用户测试, 用户访谈
- 调查设计, A/B测试, 前/后测试
- 前端开发, 后端开发
- Prompt工程/链接, 微调

其他

翻译 | 为美中教育论坛 (2021年)、Baltamatica (计算软件) 本地化、Whitehorse出版社和北京大学国际教育办公室提供翻译服务
记者 | 北京2022冬奥会/冬残奥会记者
内容创作者 | 在bilibili上拥有9000名粉丝

KAY QIU

A designer, prototyper, and advocate for simplicity and beauty. Seeking work opportunities to turn complex challenges into intuitive, engaging user journeys.

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PROFESSIONAL EXPERIENCE

UX Designer | TEEL Lab

EdTech, AI Education / Oct 2023 - Present / Pittsburgh, PA

- Spearhead swift prototyping and iterative design, delivering **300+** interfaces and task designs for end-to-end interactive **AI/ML** web-based hands-on projects
- Responsibilities include task design based on learning objectives, user testing, prototyping, and presentation to leadership

UX Designer | Shuimu EdTech

EdTech, Language Education / May 2020 - Jan 2023 / Remote

- Collaborated with PMs and UX experts to craft captivating e-learning for Japanese and Korean, garnering **7+ million views**
- Boosted user engagement by **+30%** through UX tactics, group chats, interactive elements, and personalized feedback
- Leveraged UX data to plan and deliver **weekly live lessons**, adapting content for optimized learning based on user feedback

Assistant Project Manager | Deloitte Consulting

Tech Consulting / April 2021 - July 2021 / Beijing, China

- Led **trilingual communications** (English, Chinese, Japanese) in slides, emails, and minutes, boosting cross-cultural teamwork
- Optimized multilingual project flow by translating vital SAP migration documents to bridge the language barrier

PROJECTS

Product Design | Vibely

Bumble Dating App / January 2024 - February 2024

- Transformed Bumble's user experience by introducing an **interactive map feature** that facilitates connections through real-time, location-based interactions
- Developed key features like avatar customization, conversational milestones, dynamic widgets, and notifications while embedding 4 intricate user conversion points through the user journey

UI Design/Full-Stack Development | PetSphere

Social Web App / Oct 2023 - Dec 2023

- Design and developed a responsive, data-driven pet community web application that connects pet owners and service providers
- Implemented tagging, bookmarking, notifications, and personalized recommendation algorithm with **HTML, CSS, JS, php, SQL and Ruby** to boost user engagement

Interaction Design | BikeLink Pro

Semi-Auto Vehicle / Oct 2023 - Dec 2023

- Designed and prototyped a semi-autonomous e-bike to **set paradigms for semi-autonomous interactions** including features like haptic feedback, obstruction warning, dynamic charging, navigation, route suggestion, and unlocking with facial recognition

EDUCATION

Carnegie Mellon University

Aug 2023 - May 2024 / Pittsburgh PA

Human Computer Interaction, School of Computer Science (GPA 4.0)

Peking University

Sep 2018 - July 2023 / Beijing, China

B.A. in Korean Literature (GPA 3.9 Top 1%)

SKILLS

Tools

- Figma, Sketch
- PhotoShop, After Effects, Final Cut Pro
- HTML, CSS, JavaScript, jQuery
- Python, R, SQL, PHP, RUBY
- Articulate 360, H5P, Voiceflow

Design

- Information Architecture
- Concept Development
- User Flow, Storyboarding
- Wireframes, Prototyping, Storytelling
- User Experience Design
- Web/Mobile UI, Interaction Design
- Agile, Iterative Development
- End-to-End Delivery

Research

- Data Mining, Data Analysis
- Data Visualization
- User Research, User Testing, User Interview
- Survey Design, A/B Testing, Pre/Post Testing
- Prompt Engineering/Chaining, Fine-Tuning

ETC.

Translator for US-China Educational Forum(2021), Baltamatica(computing software) Localization, Whitehorse Publishing, and the Office of International Education at Peking University

Reporter for Olympic Games Beijing 2022

Content Creator on bilibili.com with 9k followers