ZEXIN LYU

Product · **UX** Designer

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zexinlyu.com

PROFESSIONAL EXPERIENCE

Product Design Intern

Jul 2022 - May 2023

Inquire From The Taoism(Independent Game)

- Conceptualized 20+ game scenes and 4 UX-validated puzzles, boosting player interactions by 27% using research and task-flow analysis.
- Collaborated with cross-functional teams (game lead, artists, programmers) to ensure accurate implementation and delivered detailed design documents.

UX Design Intern

May 2022 - Sep 2022

Children And Screens

- Optimized website information architecture by analyzing existing content and restructuring it for diverse stakeholder needs, establishing a streamlined user flow.
- Collaborated with the design lead to iterate homepage wireframes, leveraging heuristic evaluations and aligning with stakeholder needs.

Product Design Intern

Sep 2020 - Jun 2021

Impact Public School

- Produced data visualization reports to showcase student performance to parents and faculty, aligning user needs with business goals and stakeholder input.
- Led and Facilitated workshops, training 4 staff members in creating data visualization reports, keeping stakeholder goals and limitations in mind.

PROJECTS

Game/Graphic Design Lead

2022

Earth Life Log - Game Of The Year Award

- **Developed** a board game with **264** elements addressing depression stigma.
- Achieved 90% player satisfaction by refining gameplay based on feedback from 4 play tests with 30+ participants.
- Designed theme-consistent game cards, drawing insights from competitive research and player tests.

UX Designer

2021

Oya - Parenting Mobile App

- Designed a mobile app for parents of children aged 0-6, offering activities, parenting tips, and insights into developmental stages.
- Elevated user satisfaction by 30% with a refined Hi-Fi prototype, drawing from user interviews and designer workshops for enhanced user experience.
- · Championed and Feveloped a component-based design system.

Front-End Developer

2020

Covid-19 Risk Calculator

- Developed and Delivered a responsive mobile first web application for covid risk calculation based on daily activity using React.js, HTML5 and CSS.
- https://info340a-su20.github.io/project-01-wendelli-1839314/

EDUCATION

Columbia University

M.A. Instructional Design and Technology (STEM)

Sep. 2021 - May 2023 GPA 4.01

University of Washington

B.S. Informatics (HCI)

B.A. Education

Sep. 2017 - Jun 2021 GPA 3.7

SKILLS

Design

Storyboards Wire-framing Prototyping Game Design

Task Flow Design Presentation

Paper Prototype

Research

Surveys Interviews
Card Sorting Tree Test

A/B Testing Usability Testing

Tools

Sketch Figma

Github Adobe XD/AI

Programming

CSS HTML
JavaScript Java
React.js Vue.js
SQL RStudio

LEADERSHIP

Founder & President

Social Entrepreneurship Organization 2022-2023 Exemplary Impact Award