

You Mo

UI / UX Designer & Developer

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WORK EXPERIENCE

Rokid Inc. | San Carlos, CA Apr. 2018 - Present
UX Designer & Developer

- Designed and developed 2D and 3D responsive web assets, effects, motions across multiple platforms including PC, mobile, and AR glasses.
- Explored 3D AR interactions, designed and implemented 3D AR Apps on Rokid AR glasses that were demonstrated on business and technical events and attracted potential business partners.
- Created fast prototypes of the product's newly designed features for user testing, hardware testing, and concept validation to expedite the product definition process.
- Collaborated with product managers, designers, research scientists, developers to ensure the project requirements and user's needs are met across all media.
- Involved in initial project kick-offs and contributed to the interaction explorations, project review, and refinement process.

UF Digital Worlds Institute | Gainesville, FL Aug. 2015 – Aug. 2017
UI / UX Designer & Developer

- Constructed a music education website application designed with thousands of musical symbols focusing on the history of music to support a professor's university curriculum.
- Designed the UI with video tutorial components and built in quizzes which could be graded and viewed by professors during the educational process.
- Built in assessment which determined areas of educational opportunity and re-directed the user to the appropriate instructional videos for assistance.
- Created a user-friendly experience by linking the online courses directly to their related instructional videos.
- Included hint features for the practice quizzes so students would not need to exit the video for assistance.

Talace Inc. | Gainesville, FL Sep. 2016 – Dec. 2016
UI Designer

- Conducted user research to identify key components, which determined the correct user interface for their food app.
- Re-designed the company's food ordering app with better quality photos and descriptions for each restaurant featured within the app.
- Collaborated with software engineers and the project manager to define and implement innovative solutions for product direction, visuals and UX.
- Created wireframes, user flows and mockups to effectively communicate design ideas.

ZXtech Co., Ltd. | Shenyang, CN May 2014 – July 2014
3D Modeling Artist Intern

- Produced 3D models of elevator parts, which were used in the creation of a 3D tutorial animation production.
- Optimized the wireframe of the models, unwrapped the UVW and created the textures for the models.

PROJECTS

Rokid Halo XUI Design Guideline | [UI/UX, Web development](#) Dec. 2018 – Present

- Proposed XUI design concepts and samples, involved in the whole process from ideation, research and testing, to definition.
- Developed the reusable HTML, CSS, JS library for the Halo XUI Design guideline website.

The Crane | [2019 CES demo project](#) Dec. 2018 – Jan. 2019

- Collaborated with optic scientists, designed the 3D content and implemented the front-end interaction for a Vary Focal VR Headset.
- Developed fast prototypes to meet the hardware parts testing needs such as the eye tracker.

The Elf Pool | [Interactive media, installation art](#) Apr. 2018 – June 2018

- Using voice command as user input, visual effects projected by multiple projectors as interaction feedback, smart speaker and laptop in between as signal communication and data processing devices.
- Implemented visual and front-end interaction with Unity3D.
- Exhibited in the company's 2018 new product release event and won the first prize voted by the event attendees.

EDUCATION

International Technological University | San Jose, CA
Sep. 2018 – Present

Master of Science in Software Engineering

University of Florida | Gainesville, FL

Aug. 2015 – Aug. 2017

Master of Arts in Digital Arts and Sciences

GPA: 3.86/4

Northeastern University | Shenyang, CN

Sep. 2011 – Jul. 2015

Bachelor of Engineering in Digital Media Technology

GPA: 82/100

SKILLS

UI / UX

User Research | User Flow | Wireframe
2D & 3D Prototype | Interaction Design
Motion Design | User Testing

Others

Front-end Development | Web Development
Game Development | 3D Modeling
Video & Audio Editing

Tools

Photoshop | Illustrator | After Effects | Muse
Premiere | Audition | InVision | WordPress
Unity3D | Maya | 3DsMax | MS Office

Programing Languages

HTML5 | CSS3 | JavaScript | Java | C#

Trilingual

Mandarin | Cantonese | English

The Old Summer Palace | [Master's project](#)

Dec. 2016 – Apr. 2017

- Established a 3D cultural heritage preservation and education game.
- Completed overall game development workflow, including research, concept development, game design, content creation, game implementation and user testing.

Magic Wardrobe | [UI/UX, motion design](#)

Nov. 2015 – Dec. 2015

- Created a clothing matching app prototype, by designing the app workflow, UI and motion effects with PS and AE.
- Carried out the background and user research to validate the design ideas for production.