

Yijie Ding

UI/UX Designer

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Summary

UI/UX designer studying at CCA, passionate about interactive design and games. I enjoy working on UX projects, 3D modeling, and game UI, always aiming to create designs that feel good to use and look great. I love working with teams, solving problems, and building cool stuff that people enjoy.

EDUCATION

California College of the Arts

JAN 2022 - MAY 2026

Interaction Design

SKILLS

All Industry Knowledge

- User Experience Design (UED)
- User Interface Design
- Web Design
- Content Strategy
- Front-End Development

Design Tools

- Figma
- Rotato
- Premiere Pro
- After Effects
- Illustrator
- Photoshop

COLLEGE PROJECTS

Tempo | UI/UX Designer

SEP 2024 - DEC 2024, SAN FRANCISCO

Designed a multifunctional productivity plugin to help users manage daily tasks more efficiently.

- Led UI layout and user flow design to improve overall usability
- Conducted user research and iterative testing to refine key features
- Created wireframes and interactive prototypes using Figma

Gather | Content Strategist & UI/UX Designer

OCT 2024 - DEC 2024, SAN FRANCISCO

Developed an all-in-one platform that streamlines menu creation, supplier search, and production workflows for restaurant owners.

- Led a cross-functional team as Team Leader, coordinating design and content strategy
- Designed intuitive interfaces and optimized user experience using Figma
- Created 3D visual assets with Blender and promotional videos with Premiere Pro
- Focused on simplifying complex workflows to improve efficiency for small business owners

TouchlessGo | Sole Designer

SEP 2024 - OCT 2024, SAN FRANCISCO

A solo project that enables older car owners to control key phone functions using hand gestures, improving driving safety and accessibility.

- Designed and developed the entire system independently, from research to final prototype
- Created gesture-based UI flows with Figma and built motion demos using Rotato and After Effects
- Produced a concept video with Premiere Pro to demonstrate use cases in real-life scenarios

WORK EXPERIENCE

Microsoft Teams (Remote - China) | UI/UX Intern

APR 2024 - MAY 2024, REMOTE

- Contributed to the design of collaborative document editing experiences
- Proposed UX improvements for conflict resolution and real-time status feedback
- Built high-fidelity prototypes in Figma to communicate design concepts
- Documented design workflows and supported remote collaboration using Feishu