Ye Wei

Pittsburgh, PA | weiye0811@gmail.com | 412-475-5675
Portfolio: https://www.yewei-design.com

EDUCATION

Carnegie Mellon University	Pittsburgh, PA
Master of Entertainment Technology	Expected May 2026

· Coursework: User-Centered Research and Evaluation, Persuasive Design in HCI

Shanghai Jiao Tong University	Shanghai, China
Master of Engineering in International Industrial Design Engineering	March 2024

Shanghai Jiao Tong University	Shanghai, China
Bachelor of Engineering in Industrial Design	June 2021

EXPERIENCE

Alice 3	Pittsburgh, PA
UI/UX Designer Intern	August 2025 - October 2025

· Redesigned and shipped the full UI of Alice 3 as sole designer, rebuilding 20+ reusable components into a design system that improved readability and usability within legacy code constraints.
· Improved readability by redesigning 40+ icons in a flat style and applying the grid system to structure 5 visual layouts.
· Refined structured color hierarchy to help users differentiate 7 different data categories and navigate programming logic.
· Collaborated with 2 programmers and 1 PM to drive design implementation and iteration, delivering final designs within 12 weeks.

Tsing Science	Beijing, China
Product Design Intern	July 2023 - September 2023

· Delivered 10 accessibility-focused UI designs for an educational platform serving visually impaired students, adopted into production testing.
· Iterated on interaction design through interviews with 10 visually impaired students and accessibility research, aligning the product with users' reading habits and VoiceOver usage to ensure usability.
· Developed high-fidelity prototypes in Figma through 10+ iterations, refining interaction flow based on educator and user feedback.

Zhinan Tech	Shanghai, China
UI/UX Designer Intern	January 2021 - June 2021

· Produced a 30-page product requirements document for VR interface design, adopted by OPPO.
· Synthesized 41 UI design styles into 3 brand-aligned style directions, balancing aesthetic trends with company identity.
· Designed 10+ page UI proposal for a B2B marketing platform in Figma, iterated 5 times through design director reviews until adopted.

PROJECTS

EchoTrio	Pittsburgh, PA
UI/UX Designer & Prompt Engineer	August 2025 - December 2025

· Developed a live AI character experience featuring Poseidon and Athena, delivering a 22-page design doc to guide character development — project was featured in Hot Metal media coverage.
· Led the development of controls governing AI character dialogue style, emotion, response frequency, and content in collaboration with engineers, increasing creative control over the experience.
· Designed and tested 100+ prompts connecting Unity with ChatGPT and ElevenLabs, crafting characters with distinct vocal styles, position-specific stances and prompt injection resistance.
· Conducted 10+ playtests and iterated on narrative design, introducing topic prompts and conflict storylines to reduce repetition and sustain user engagement.

Towards	Pittsburgh, PA
UI/UX Designer	January 2025 - May 2025

· Delivered a high-fidelity interactive AR mobile game as the sole UI/UX designer within a cross-disciplinary team of programmers and artists.
· Designed 20+ icons grounded in National Road history, AR platform conventions, and competitive analysis to ensure contextual relevance and usability.
· Conducted 4 rounds of playtesting with 10+ users, iterating on task clarity and introducing historically-inspired visual aids to help users navigate extended dialogue.

SKILLS

Design & Prototyping: Figma, Sketch, Principle, Framer, Adobe Creative Suite, Unity 3D, Html, CSS, JavaScript, ChatGPT, ElevenLabs, Design Systems, Accessibility Design, Prompt Engineering
Research Skills: User Interviews, Usability Testing, Competitive Analysis, Affinity Mapping, Heuristic Evaluation