

Ye Wei

Pittsburgh, PA | yewei@andrew.cmu.edu | 412-475-5675
Portfolio: <https://www.yewei-design.com>

EDUCATION

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

- Reworked the overall UI layout using a grid system, improving readability and visual hierarchy.
- Developed both light mode and dark mode color schemes, aligning the product with modern design aesthetics.
- Redesigned icons and interface details in a flat style to modernize the look and enhance clarity.
- Collaborated with developers to redesign the gallery user flow, ensuring technical feasibility and improving usability.
- Delivered a comprehensive redesign plan, including updated layouts, color systems, icons, and optimized interaction flows.

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

- Conducted user research by reviewing 20 academic papers, interviewing 10 visually impaired students, and analyzing 10 competitive products to identify accessibility needs.
- Designed and implemented 10 user interfaces in Figma to support educators working with visually impaired students, optimizing usability and accessibility considerations.
- Refined software and physical product designs through 10+ iterations to improve usability and interaction flow.
- Modeled and 3D-printed prototypes using SolidWorks and Blender, collaborating with hardware engineers to support cross-disciplinary testing and implementation.

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

- Completed research and produced a 30-page product requirement document for VR interface design, which was adopted by the company.
- Analyzed 41 UI design styles and proposed three UI styles that met the brand's needs.
- Used Figma to design a 10-page marketing platform UI proposal and presented it to the design director, designs were adopted after five iterations.

PROJECTS

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

- Designed in-game UI for an AR mobile experience, aligning interactions with common user behaviors in augmented reality.
- Conducted 4 playtests and iteratively refined UI designs based on user feedback to improve usability and engagement.
- Led branding efforts, creating the project's logo, posters, half-sheets, and website to establish a cohesive visual identity.
- Collaborated with a cross-disciplinary team to deliver a playable AR game that helps users learn the history and challenges of the National Road in the 1840s.

Muse - Children Composing Software Design	Shanghai, China
UI/UX Designer	February 2022 - September 2022

- Led the design and development of the software, and won the third prize in the 7th China University Computer Competition.
- Designed 30 software interfaces in Figma, combining music theory, children's pedagogy, and illustration-style interfaces.
- Deconstructed music composition based on music theory and integrated it into the software design to match user perception.
- Created software framework diagrams based on extensive user research; created promotional videos in Adobe PR and AE.

SKILLS

Skills: **Figma**, Sketch, Principle, InVision, Framer, Zeplin, Adobe Creative Suite, Blender, Unity 3D, Html, CSS, JavaScript
Language: English, Mandarin