Jiaxi Tang

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EDUCATION

Computer Science B.S. | Graphic Design B.F.A. (Dual degree) Aug 2022 – May 2026
University of Minnesota - Twin Cities Augustus-Searles Scholarship | GPA: 3.95 / 4.00

SKILLS

Programming: React.js, Next.js, Vue.js, JavaScript, TypeScript, HTML, CSS, Tailwind CSS, Python, Java, C, C++, JUnit, GTest
Design: Figma, User Experience, User Interface, Wireframes, User Testing, Adobe Illustrator, InDesign, Dovetail, Miro, Atlas.ti

WORK EXPERIENCE

UI/UX Design Intern | Government Technology Agency of Singapore (GovTech) May 2024 – Aug 2024
Developer and sole designer for a web app that provides student data from 250+ schools to 20,000+ school employees
- **UX Research:** Analyzed and aggregated 2 years of past user research data, and conducted user interviews and testing with 10+ teachers to uncover user needs and guide product direction
- **UX Design:** Designed and implemented user-friendly features, including student attendance trend analysis and column navigation enhancements, that saved users significant time and effort when inputting or viewing student data
- **Prototype:** Initiated meetings with developers and product managers to align designs with engineering feasibility and product goals, rapidly prototyping in Figma to explore concepts that ensure impactful development
- **Software Development**: Built and deployed UI features and bug fixes using React, JavaScript, TypeScript and ChakraUI

Research Assistant (UI Design) | Wearable Tech Lab, College of Design Sep 2023 – May 2024
Designed a fashion design tool leveraging augmented design intelligence to reduce finished product waste in collaboration with Cornell University and the University of Delaware
- **UX Design:** Translated research concepts into intuitive UI features, including a moodboard generator for design inspiration, which predict the utility of a design and aid designers in making data-driven decisions
- **Prototype:** Led biweekly design reviews to gather feedback and refine Figma prototypes for rapid iteration

Robotics Engineering Intern | Ourglass Robotics Jul 2023 – Sep 2023
- **Robot servicing:** Serviced and deployed food delivery robots in restaurants using SLAM mapping and VLDR technology

Research Intern | Participate in Design Jan 2022 – July 2022
Facilitated collaboration between local communities, government agencies, and land developers to co-design public infrastructure development projects
- **User Research**: Conducted focus group discussions, street interviews, ideation and prototyping workshops
- **User Analysis:** Summarized user findings in reports with actionable design recommendations for project development

LEADERSHIP EXPERIENCE

President | Design U May 2024 – Present
President of interdisciplinary design consultancy club that connects students to pro-bono projects with local companies
- Defined clear goals for the board year, ensured accountability among board members, and led client outreach effort
- Expanded the club's project portfolio via greater collaboration across College of Design, Engineering, and Business

Corporate Relations Director | Society of Asian Scientists and Engineers May 2024 – Present
- Liaise with corporate representatives to expand industry connections and secure sponsorships totalling over $1300
- Host networking events, such as resume review sessions, that connect students with leading STEM companies
Past roles: Finance Director - Design U, Multimedia Chair - Chinese American Student Association

PROJECT EXPERIENCE

Personal Portfolio Oct 2024 – Present
Designed and deployed a personal portfolio website using Next.js, React, JavaScript, TypeScript, TailwindCSS, and ShadCn

Resume Database Website | Society of Asian Scientists and Engineers May 2024 – Present
Designed and implemented a user-friendly resume database website using React, JavaScript, TypeScript, ChakraUI, and AppScript to automate operations, including a redesign of the corporate sponsorship package