

Ningyuan Deng

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[EDUCATION]

- Feb. 2022 - Jul. 2022 **Google UX Design Professional Certificate** / Remote, USA
- Main Content: empathizing with users, defining their pain points, coming up with ideas for design solutions, creating wireframes and prototypes, and testing designs to get feedback.
- Jun. 2021 - May. 2022 **Columbia University in the City of New York** / New York, USA
- Graduate School of Architecture, Planning and Preservation: M.S Advanced Architectural Design
 - Visual Studies: *Coding for Spatial Practices / Exploring Urban Data with Machine Learning / Generative Design*
- Sep. 2015 - Jun. 2020 **Chongqing University** / Chongqing, China
- Bachelor of Engineering in Architecture
- Sep. 2017 - Dec. 2017 **University of Nebraska-Lincoln** / Nebraska, USA
- Exchange Program in Architecture

[PROFESSIONAL EXPERIENCE]

- Oct. 2022 - Present **AKQA**, UX Design Intern / Remote, USA
- **Apple Education:** Used Sketch to design website and app wireframes for Apple Education, which is a professional learning hub designed for educators who use Apple technology.
 - **Coca-Cola Realverse Brief:** Participated in brain storming and came up with ideas about how to use AR technology on Coca-Cola vending machines and bring new user experience to customers, especially to Gen-Z.
- Jun. 2022 - Aug. 2022 **MetaLife**, UX Design Intern / Remote, USA
- **MetaLife (IOS App):** Used Figma to design a Web 3.0 game app, which has been launched and can be installed from Apple App Store; Used Photoshop and Illustrator to design logos, icons and badges for the app.
- Dec. 2020 - May. 2021 **Ennead Architects**, Architectural Intern / Shanghai, China
- **Green Pavillion on Shanghai Design Festival 2021:** Came up with ideas for the pavillion design and created sketches; Used Rhino to build 3D model; Used Enscape to create renderings; Negotiated with clients and construction engineers; Drew plans and sections in CAD; Built the pavillion.
 - **Ding Talk Office Building Design:** Used Rhino to build 3D model; Used Enscape to create renderings; Drew diagrams in Photoshop and Illustrator.
- Jun. 2020 - Sep. 2020 **Kengo Kuma & Associates**, Architectural Intern / Beijing, China
- **Botique Hotel Project:** Used Rhino to build 3D model; Drew diagrams in Photoshop and Illustrator; Created physical models.

[SOFTWARE SKILLS]

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| UX/UI | Figma / Adobe XD / Sketch |
| 3D Modeling | UE4 / Rhino / Sketch-Up / V-Ray / Enscape |
| 2D Graphics | Adobe Photoshop / Adobe Indesign / Adobe Premiere / Adobe Illustrator / AutoCAD |
| Programming | Python / JavaScript / HTML5 / CSS |