Xinshuo Chang

UI/UX Designer

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01 PROFILE

Innovative and detail-oriented Interaction Design (HCI) students at California College of the Arts seeking an internship where I can apply my skills in design thinking, user experience, and digital prototyping to create meaningful and impactful user interfaces.

02 EMPLOYMENT HISTORY

01/2019 — 06/2019

High School intern--exhibition intern at First Works
Providence - Rhode Island

FirstWorks is a Providence-based nonprofit organization with a mission to enrich Rhode Island's social, educational, and economic fabric by engaging diverse audiences with world-class performing arts experiences. Our cultural initiatives catalyze partnerships that foster equitable access to the arts. My work is to help the employees manage the show and send some posters to each partner on the list each Wednesday.

- Assisted in managing weekly exhibitions and coordinating with artists and partners to enhance cultural outreach.
- Contributed to the distribution and marketing efforts, amplifying audience reach by distributing promotional materials.

08/2020 — 07/2022

Teaching Assistant at New Oriental Education & Technology Group
Shijiazhuang

To assist teachers and management teachers to complete the daily tasks, to help students answer questions and solve problems. Actively communicate with parents daily. completing

- Provided daily support to teachers, facilitating interactive learning environments for non-native English speakers.
- Communicated effectively with parents, addressing inquiries and fostering a supportive community.

09/2020 — 08/2022

Graph Designer at Sanyezuodao Design Works
Shijiazhuang

Sanyezuodao is a professional design company for high-tech companies and local production companies. The main business includes essential design work, exhibition planning, etc. My job is to help design exhibition spaces and site layouts.

- Designed and implemented user-centric layouts for exhibitions, increasing visitor engagement by 25%.
- Collaborated with cross-functional teams to ensure seamless integration of design aesthetics with functionality.

03 EDUCATION

| Sep 2019 — May 2025 | **California College of the Arts** | *San Francisco* |

BFA

Bachelor of Fine Arts (BFA) in Human-Computer Interaction, STEM, Expected May 2025

Industrial Design (BFA) 2019-2020

GAP 2020-2022

- Relevant Coursework: Interactive Design Principles, User Research Methods, and Digital Prototyping

| Aug 2016 — Jun 2019 | **St. Mary Academy – Bayview** | *Rhode Island* |

High School Diploma

04 SKILLS

Keynote	●●●●●	Persona Developing	●●●●●
Wireframing	●●●●●	UI / UX Developing	●●●●●
Prototyping	●●●●●	Rapid Prototyping	●●●●●
User Persona	●●●●●	Usability Testing	●●●●●
Adobe Photoshop	●●●●●	Adobe Premiere Pro	●●●●●
Adobe Illustrator	●●●●●	Adobe After Effects	●●●●●
Sketch	●●●●●	Figma	●●●●●
Design Thinking	●●●●●	Adobe XD	●●●●●
System mapping	●●●●●	P5.js	●●●●●
user journey	●●●●●	Arduino	●●●●●

05 HOBBIES

Painting, Drawing, Dancing(Ballet), Traveling...

06 LANGUAGES

| Chinese | ●●●●● | English | ●●●○○ |

07 EXTRA-CURRICULAR ACTIVITIES

| Jan 2021 — Aug 2023 | **Head of Career development Group, CCA CSSA** | *San Francisco* |

Led a team in organizing professional workshops, enhancing career-related skills among the student body.