

Yun Li

Senior UX Designer

www.yunlii.space(Password: raichu)

yunliiyli@gmail.com

(201) 275-5569

Education

New York University

2015 - 2017

M.P.S. - ITP (Interactive Telecommunications Program)

Wuhan University - China

2011 - 2015

B.A. - Communications

Patent

SolidWorks / XR Design

#11250641 - System and methods for mating virtual objects to real-world environments

Certificate

MIT Professional Education

2023

Additive Manufacturing: From 3D Printing to the Factory Floor

2022

Machine Learning: From Data to Decisions

Skills

Design Tools

Figma · Unity · Adobe Creative Clouds · Principle · InVision · HTML/CSS · JavaScript · User research · Affinity diagram · User flow · Journey mapping · Wire-framing

Experience

SolidWorks

Senior UX Designer

Apr. 2023 – Present

- Led **0→1 design for a new product offering** that allows CAD users to design multi-domain mechatronics products seamlessly.
- **Organized research activities for a 18-person customer advisory board over 5 months** to gather insights.
- Based on research findings, craft **vision videos that align expectations across different engineering teams** leading to the initial product launch.

UX Designer

Dec. 2018 – Apr. 2023

- Led the UX design for several innovative features, including AI Command Predictor, Picture to Sketch, and VR model viewer

UX Prototyper (Contract)

Jan. 2018 – Dec. 2018

- Focused on designing and prototyping creative new interface in Virtual Reality and Augmented Reality for 3D model viewing, using Unity

Medivis Inc.

UX Designer Intern

Jul. 2017 – Oct. 2017

- Led the UX design of the mobile AR version of Medvis' anatomy education application, from discovery, through to user research, design, prototyping, and to product release.
- Assisted the lead designer to design and prototype interface concepts for its HoloLens applications, one targeted towards radiologists for use with MRI data, and the other towards anatomy education.

American Museum of Natural History

Creative Technologist Intern

Sept. 2017 – Dec. 2017

- Designed and developed gesture-based installations that allowed users to explore the visualized universe data in Cullman Hall of the Universe.

Isobar

Creative Technologist Intern

June 2016 – Aug. 2016

- Collaborated with designers to build **VR room-scale experience for Wyndham Hotels**, for the purpose of promotion at various locations. Researched and experimented with new capture methodologies.