Yihao Kong

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FEDUCATION I

Northeastern University

2021.09 - 2024.05

Experience Design, MFA

• GPA 3.8/4.0

· Graduate Merit Scholarship

Miami University

2017.09 - 2021.05

Interactive Media Design, BA

- GPA 3.75/4.0, Cum Laude Honors Graduation, Dean's/President's List
- Departmental Honor Outstanding Innovation Senior Thesis

「EXPERIENCE」

Fidelity Investment, Boston

2022.07 - 2022.12

UX Designer

- Human-Centered Design: Applied user-centered design methods to identify pain points and goals for young customers learning financial habits, influencing product decisions with gamification strategies.
- User Research: Conducted over 20 user tests using Usertesting.com, collecting valuable feedback that shaped the product's UI and design priorities.
- Agile Collaboration: Worked in an Agile environment, collaborating with business analysts and software engineers to plan weekly design sprints in Jira, ensuring smooth and successful project implementation.
- Prototyping & Wireframes: Led a five-person team to create user personas, product flow wireframes, and high-fidelity prototypes using Adobe XD and Figma, driving stakeholder decision-making.
- Global Communication: Presented product strategy to global teams in the U.S., Ireland, India, and China, aligning stakeholders on product goals and design vision.
- Impact: Designed an interactive financial literacy app that helping bridge the financial education gap through gamified decision-making and scenario-based learning.

Northeastern University, Boston

2021.09 - 2023.06

UX Specialist

- Website Development & User Experience: Managed and updated the Experience Design project website using WordPress, enhancing the project, faculty, and alumni pages. Improved user navigation and information retrieval speed by 15% through redesigned web flows and visual design. Developed templates for future updates to ensure consistency and efficiency in content management.
- Medical UX Research & Service Design: Led user research to enhance patient decision-making, interviewing over 30 participants. Designed research materials and user journey maps. Proposed solutions that improved patient, family, and healthcare provider experiences.
- VR, AR, and XR Technology Application: Utilized Python to organize and analyze data, contributing to the design of a web-based VR and AR exhibition. Managed a digital exhibition with over 50 participants and showcased dozens of VR/AR projects, achieving over 9,000 views, which increased digital interactivity and accessibility.

Zhonglian Medical Corporation, China

2020.05 - 2020.08

Product Designer

- Responsible for optimizing the user interface of an online pharmaceutical purchasing product (B2C) and the interface for medical equipment transportation and inventory management platform (B2B).
- Developed accessible design prototypes tailored to improve the experience for elderly users by integrating features specifically designed for their needs.

YL Tech, China

2023.06 - 2023.08

Visual Designer

- Optimized branding design by aligning with the client's product features and needs.
- Designed the overall visual style for the company's branding, including the company logo, laser-cut display signage, business cards, letterheads, folders, and more. Also responsible for designing posters and other printed promotional materials.

「CERTIFICATIONS & AWARDS」

- Coca-Cola & MUJI Recycle Material Design: Outstanding Finalists Award
- · CITI Certificate for Social & Behavioral Research UXpressia CJM Certification
- · Hootsuite Platform Certification
- · Google Ads Search Certification
- · Google Analytics Certification

「SKILLS I

- Software: Figma, Sketch, Miro/Mural, Adobe Suite (PS, AI, XD, AE, ID, PR), Axure, Unity, Jira, KeyShot
- · Hardware: Oculus, Arduino
- · Programming Languages: HTML/CSS, JavaScript, Apple Swift, C#, Python, Processing