



## Education

**Rutgers University - New Brunswick**

New Brunswick, NJ

**B.A. Information Technology and Informatics**

January 2021

**Minor in Business Administration**

- Studied the intersection of information technology, computer science, business, and society
- Courses involved group projects and hybrid in-class & remote schedules

**Human-Computer Interaction (course)**

- Studied both design principles and the design process (sketching, wireframing, think-alouds, hi-fi prototyping)
- Group project to design a mobile interface for scheduling mental health counseling appointments; details include empathy for user stress levels, designing around business or technology constraints, and user flow for quick information retrieval

**Management of Technological Organizations (course)**

- Studied the internal logistics and business management decisions of technology companies
- Group project to develop ideas for improving in-store shopping experience using technological solutions and communicate to a panel of judges acting as stakeholders; details include balancing analytics with privacy-by-default product decisions, reusing designs from existing physical products, and exploring UX challenges of physical products

**Other relevant courses**

- Social Informatics: Studied the impacts of technology on society
- Web Design: Designed websites using HTML, CSS, and JavaScript

**Udemy - Complete Web & Mobile Designer in 2022: UI/UX, Figma, +more**

May 18, 2022

**Certificate of completion:** <https://ude.my/UC-c4d93fe6-1d36-49f4-8e3a-0a84d02eccb2/>

- Learned to go through steps of the design process and use Figma for designing prototypes and user flows

## Experience

**Design Project: Daniel Jiang Blog (Version 0)**

**Case Study:** <https://www.danieljiangblog.com/portfolio/personal-website-v0/>

- Sketched, wireframed, and built a responsive personal website design with a CSS flexbox 12 column layout

**Design Project: Loom Multi-Player Feature**

**Case Study:** <https://www.danieljiangblog.com/portfolio/loom-multi-player/>

- Designed a possible future feature for Loom; idea for feature from Loom's own product roadmap page
- Practiced sketching, prototyping user flow, and using Figma
- Feature allows multiple users to record a Loom synchronously
- Took into consideration factors such as ease of coordination and designation of user roles

## Skills

- Figma, GIMP, Inkscape, Krita
- HTML, CSS, JavaScript
- Ideation, sketching, wireframing, prototyping
- Jekyll, Linux, bash, zsh, git, GitHub