

# NATHALIE YE

[www.nathalieye.com](http://www.nathalieye.com)

[linkedin.com/in/nathalie-ye](https://linkedin.com/in/nathalie-ye)

[nye@bu.edu](mailto:nye@bu.edu)

## SOFTWARE/TOOLS

- Adobe Photoshop, Illustrator, InDesign
- Sketch, InVision, Adobe XD
- Unity3D
- Audacity
- R Studio, Android Studio
- Github
- Clip Studio Paint, FireAlpaca, Procreate, Paint Tool SAI
- Firebase
- JIRA, Trello

## TECHNICAL SKILLS

- HTML, CSS, Javascript
- Python, Java, R, C#
- Git
- ReactJS, AngularJS
- Node.js, Express.js
- Typescript
- Mocha / Chai
- MongoDB
- Pug, EJS
- Redis
- Heroku

## LANGUAGES

- Bilingual in **English & Chinese**
- **Japanese** - JLPT N1 Certified
- **French** - Professional Working Proficiency

## HOBBIES

- Art & Drawing
- Comics & Games
- Guzheng (Traditional Chinese Instrument)
- Language learning

## EDUCATION

### BOSTON UNIVERSITY — DUAL DEGREE PROGRAM

Expected May 2021

#### B.A. in Computer Science & B.S. in Communication Studies

**Relevant Coursework:** Design & Interactive Experiences, Design Strategy & Software, Software Engineering, Full-Stack Development, Data Science in R, Mobile App Development, Communication Research Methods etc. — [See All Coursework](#)

## WORK EXPERIENCE

### BOSTON UNIVERSITY — UX ENGINEER

January 2020 - Present | Part-time

- Deliver a learning tool that trains educators to work with students with disabilities
- Write custom CSS & Javascript using WordPress with best practices

### BAIDU VIDEO — PRODUCT DEVELOPMENT INTERN

Summer 2020 - Cancelled due to COVID-19

### BU SPARK! — UX DESIGN FELLOW

January 2020 - May 2020

- Created ExperienceBU, a web app that improves search for events, clubs, and opportunities at Boston University as an Innovation Fellowship Project
- Delivered competitive analysis, validation experiments, jobs map, user personas & stories, interviews, style guide, lo-fi & hi-fi prototype etc. — [See Project](#)

### BOSTON UNIVERSITY LIBRARIES — UX RESEARCH INTERN

January 2020 - March 2020

- Designed user research tests and studies, recruit student participants, conduct usability tests, interviews, and journey mapping
- Processed, coded, and reported on testing session results, and advised on potential improvements to Libraries' sites based on research and available data — [See Project](#)

### FABLEVISION STUDIOS — PRODUCTION INTERN

May 2019 - July 2019

- Developed a Unity web game called New Artitude with other interns; served as programmer, project manager, and UI/UX + sound designer — [See Project](#)
- Edited audio files, voiced as scratch VO, and did QA testing for games
- Created animation/prop guidelines educational games and animation

### PHILIPS LIGHTING — UX DESIGN INTERN

May 2019 - July 2019

- Worked with the UX design team for the Philips-Xiaomi Smart Lighting App, which supports remote control of lighting scene settings, scheduling and color/brightness control

## OTHER PROJECTS

### DESIGNER MOCHI — UX DESIGN LEAD

College + Amazon Design Creative Jam 2020 — [See Project](#)

### GLOBAL GAME JAM PROJECTS — UI DESIGNER, WRITER, ARTIST

Jan 2019 & Jan 2020 — [See Projects](#)

### RESEARCH PAPER ON IMPACTS OF IOT-BASED SMART LIGHTING PRODUCTS

IB DP Programme Extended Essay — [See Paper](#)