

YIJING WANG

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EDUCATION

Georgia Institute of Technology

Bachelor of Science in Industrial Design
3.58 GPA

Atlanta, GA

August 2025 — Present

SKILLS

Design

3D Rendering & Visualization, CAD Modeling, Ideation Sketching, Market Research & Analysis, Rapid Prototyping, User Interface Design, Visual Storytelling, AI

Software

Adobe Creative Suite, Fusion, KeyShot, Figma, Microsoft Office, Claude (Design & Code)

Language

English (Fluent), Chinese (Fluent)

PROJECTS

Watch Out Ele!

Honghe Hani and Yi Autonomous Prefecture, China

Safety Education Boardgame for Mountainous Areas

2022 — 2023, 2024 — 2025

- Gamified safety education for rural students in grades 4–6 through ethnographic research with 13 students and 11 teachers from Honghe Hani, improving student attention and retention of key knowledge points.
- Developed a localized game system through ideation sketching and user participation design to maximize coverage of local safety hazards, addressing natural disasters, outdoor safety, food safety, and emergencies.
- Piloted the game with 20+ students, with boardgame participants demonstrating a 20% increase in pre/post-test scores and acquiring an average of 3 new safety knowledge points.

LATUS

Atlanta, GA

Ergonomic Stepstool for Laundromats

February 2026 — March 2026

- Designed a compact step stool for laundromat users to safely access elevated dryers, integrating user research insights into a pull-out table feature that supports laundry baskets and reduces carrying strain.
- Developed and fabricated the final prototype through 8+ iterations, scale modeling, CAD development, and CNC manufacturing; tested joinery systems and selected finger joints/tab-and-slot connections for structural stability.

EXPERIENCE

Brand Designer

Atlanta, GA

Bits of Good

January 2026 — Present

- Designed 5+ promotional graphics in Figma for flyers, reels, and Instagram posts that represented BoG across multiple outreach platforms, demonstrating strong proficiency in digital graphic design and visual communication.

UI & UX Designer

Suzhou, Jiangsu, China

AsOne Intergenerational Communication Innovation Team

2023 — 2024

- Designed app interfaces aimed to improve communication between teenagers and elderly users, iterating 10+ wireframes while collaborating with cross-functional design team.
- Investigated elderly users' smartphone accessibility challenges, translating research insights into UI decisions in Figma, including high-contrast interfaces, clear typography, and enlarged interactive elements