Miranda Mo

Product Designer & Storyteller

mirandamo.com →
linkedin.com/in/mirandamo/ →
miranda_mo@brown.edu
401-368-5399

Work Experience

Microsoft • UX Design Intern

Dec 2020 - Jun 2021 • Shanghai, China

- Led end-to-end redesign of conversational AI chatbot builder to accelerate communication of 10K+ users in Fortune 500 corporations.
- Delivered 6 B2B Azure cloud analytics products for data visualization on industrial work productivity viewed by 26K+ employees.
- Developed UX solutions in HoloLens for mixed reality experiences that streamlined manufacturing hires onboarding process.

SenseTime • UX Design Intern

Top artificial intelligence unicorn valued at over $12 billion

May - Nov 2020 • Shanghai, China

- Worked cross-functionally with PMs and engineers to create 5 new features for AI smart community web app used by residential compounds of 1000+ people, launched in Q4 2020.
- Designed an educational programming portal from product concepts to hi-fi prototypes, reaching 135K+ students and 250+ schools.
- Created 3D characters in Maya to distinguish educational app's visual identity from competitors, showcased in headquarters' exhibition hall.

Superunion • Brand Design Intern

Jun - Aug 2018 • Shanghai, China

- Redesigned brand identity and auxiliary graphics for 4 companies; only intern design selected for final pitch.
- Conducted positioning analyses and on-site observations to generate insights for enhancing brand experiences and marketing strategies.

Leadership

Hack@Brown / IvyHacks • Design Lead

All-inclusive and international hackathons hosting 500+ and 3000+ students

Sep 2019 - Feb 2021 • Providence, RI

- Led 8 designers to create promotional website, achieving 3000+ participants from 500 different schools and securing $30K+ in funding.
- Produced 40+ 3D visual and motion designs with Cinema4D / Maya and created design specifications for engineering partners.

Brown University • Teaching Assistant, CSCI 1300 UI/UX

Sep - Dec 2020 • Remote

- Organized weekly studios and office hours for 100+ students.
- Redesigned assignments, taught design thinking & tools, JS, React.

Education

Brown University

Sep 2018 - May 2022 • Providence, RI
B.S. Computer Science (GPA: 3.92)

Projects

Vaccessible   vaccessible.com →

Jan - Apr 2021 • Empowering the Rhode Island community to easily find a vaccine

- Spearheaded front-end development in React and product design as the leader of 4 engineers, reaching 1000+ users.
- Platform acclaimed by professors in Brown University's Alpert School of Medicine and promoted to 1500+ students.
- Led design workshops for client to prioritize features aligning business vision, stakeholders needs, and users needs.

Feed Me   case study →

Nov 2019 - Present • Encouraging students to sell and donate extra meal swipes for social change

- Developed front-end in HTML/CSS/JS and integrated with Flask back-end.
- Discovered impactful insights from 10 user interviews and surveys that identified user flows of 6000+ potential users.
- Conducted 2 rounds of usability testing with 12 users and improved accessibility.

Skills

TECHNIQUES • Wireframing, Prototyping, Design Systems, Interaction Design, Visual Design, Illustration, Animation, User Interviews, Personas, Usability Testing, Journey Mapping, Card Sorting, Affinity Diagrams, Storyboarding

TOOLS • Figma, XD, Sketch, Illustrator, Photoshop, InDesign, After Effects, Principle, Maya, Cinema4D

PROGRAMMING • HTML/CSS, JavaScript, React, Java, Python, Vue.js, Node.js