

# Jingwen Ding

DATE OF BIRTH: 04/04/2004    GENDER: FEMALE



Email: jingwed4@uci.edu



Phone: +1 9492175567



City: Irvine, CA

EDUCATION	2022-2026	University of California, Irvine	Irvine, USA
<ul style="list-style-type: none"><li>B.S. in Game Design and Interactive Media</li><li>GPA: 3.972/4.00 (Latin Honors: Magna Cum Laude)</li><li>Major Course: Game Programming, Data Analytics, Game Development</li></ul>			

WORK EXPERIENCE	2025 June - Sep	Microsoft - UI/UX Design Intern	Beijing, China
<ul style="list-style-type: none"><li>Created UI/UX prototypes informed by user research and product requirements, defining core interaction structures and interface logic.</li><li>Conducted usability testing and synthesized user feedback to evaluate interaction effectiveness and ensure consistency across features.</li></ul>			

SELECTED PROJECTS	2025 March - June	Shadows in the Tide - Horror Game	Game
<ul style="list-style-type: none"><li>Built a fully functional branching dialogue system in Unity using C#, supporting conditional paths, sanity checks, and inventory-triggered narrative events.</li><li>Implemented custom UI/UX systems including interactive item panels, clue-collection logic, and flag-based ending triggers across 5 chapters.</li></ul>			
	2025 Sep - Dec	ZotSport - UCI Sports Facility Booking App	UI/UX
<ul style="list-style-type: none"><li>Designed a mobile app that improves accessibility and scheduling for UCI's sports facilities by replacing the inefficient walk-in process.</li><li>Created low- to high-fidelity wireframes, and visual UI system through multiple design iterations in Figma.</li></ul>			

HONOR & ACTIVITY	2022-2025	Dean's Honor List	
<ul style="list-style-type: none"><li>Recognized for academic excellence at the University of California, Irvine.</li></ul>			
	2023-2024	Peer Academic Advisor	
<ul style="list-style-type: none"><li>Mentored undergraduate students in course planning.</li><li>Assisted faculty in organizing academic workshops and peer review sessions.</li></ul>			

SKILLS	SOFTWARE		INTERESTS		
	Unity	Unreal Engine			
	C#	Figma			
	Arduino	Blender			
	GameMaker	R Project			
	Adobe Effects	Adobe Photoshop			
	OTHER				
	Creative Coding	HTML/CSS			
	Data Visualization				