

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

- B.S. in Game Design and Interactive Media
- GPA: 3.972/4.00 (Latin Honors: Magna Cum Laude)
- Major Course: Game Programming, Data Analytics, Game Development

WORK EXPERIENCE

2025

June - Sep

Microsoft - UI/UX Design Intern

Beijing, China

- Created UI/UX prototypes informed by user research and product requirements, defining core interaction structures and interface logic.
- Conducted usability testing and synthesized user feedback to evaluate interaction effectiveness and ensure consistency across features.

SELECTED PROJECTS

2025

March - June

Shadows in the Tide - Horror Game

Game

- Built a fully functional branching dialogue system in Unity using C#, supporting conditional paths, sanity checks, and inventory-triggered narrative events.
- Implemented custom UI/UX systems including interactive item panels, clue-collection logic, and flag-based ending triggers across 5 chapters.

2025

Sep - Dec

ZotSport - UCI Sports Facility Booking App

UI/UX

- Designed a mobile app that improves accessibility and scheduling for UCI's sports facilities by replacing the inefficient walk-in process.
- Created low- to high-fidelity wireframes, and visual UI system through multiple design iterations in Figma.

HONOR & ACTIVITY

2022-2025

Dean's Honor List

- Recognized for academic excellence at the University of California, Irvine.

2023-2024

Peer Academic Advisor

- Mentored undergraduate students in course planning.
- Assisted faculty in organizing academic workshops and peer review sessions.

SKILLS

SOFTWARE

Unity

Unreal Engine

INTERESTS



C#

Figma

Arduino

Blender

GameMaker

R Project

Adobe Effects

Adobe Photoshop



OTHER

Creative Coding

HTML/CSS



Data Visualization