



# ALAN QIU

Product Designer

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## EDUCATION

### Carnegie Mellon University

Master of Human-Computer Interaction  
Pittsburgh Pennsylvania · 2015 - 2016

### University of Washington

Bachelor of Science  
Human Centered Design & Engineering  
Focus in Human-Computer Interaction  
Seattle Washington · 2011-2015

## SKILLS

### Design & Research

Figma	User Interviews
Sketch	Prototyping
Photoshop	Animation
Invision	User Journey
Principle	

### Programming

React	HTML/CSS
Angular	Javascript
C#	Python
Java	

### 3D

Unity  
Autodesk Maya  
Z-Brush

### Language

English  
Mandarin

## EXPERIENCE

### Product Design Technologist / Team Lead

Blitz.gg

April 2020 - Present

Spearheaded the design and implementation of groundbreaking features for Teamfight Tactics (TFT). Employed a user-centered approach in feature development, amassing feedback from users and stakeholders to create innovative solutions. Grew the daily active users from 50K to 150K.

### UX / UI Designer

Tinyrobot

March 2017 - March 2020 · 3 yrs 1 mo

Led the design process for the mobile app Tinyrobot through user-centered research, design and development. Shipped new features and took client requirements from concepts to fully designed mockups and interaction specifications.

### UX / UI Designer

Diamond

August 2019 - April 2020 · 9 mos

Collaborated with designers to deliver web and mobile prototypes for various clients to meet UX UI needs, including style guides and recommendations.

### UX / UI Designer

Sony Pictures Entertainment

October 2016 - February 2017 · 5 mos

Designed and prototyped for Crackle, a cross-platform content streaming service, delivered detailed user flows, mockups, style guides, pattern libraries, and recommendations through usability testing.

### UX Designer + Technical Lead

PNC

January 2016 - August 2016 · 7 mos

Worked with PNC Bank to design products for PNC Bank's corporate banking software for small and medium businesses better manage their finances on-the-go as a part of CMU capstone project.