



Mimi Yun-ting Fang

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Rhode Island School of Design
Graphic Design, BFA
Sep 2014 – Jun 2018

| experience

Work-Shop UI/UX Intern

Jan–Feb 2018

Established grids and design systems for two websites. Produced wireframes and information architecture. Compiled moodboards of different design directions and type treatments. Attended strategy meetings and presented to clients. Prepared Invision prototypes. Maintained electronic file organization. Gained exposure to CMS development process and associated technical constraints.

Fetchum Freelance UI/UX Designer

Oct–Dec 2017

Updated visual language and app flows for a Providence-based startup service. Collaborated with one other designer and developer to ship app.

Tribal Worldwide Design Intern

June – Aug 2017

Art directed and implemented web page layouts and banners. Ideated and produced ad-like objects for campaign pitches. Designed product announcement emails and web pages. Worked with clients including the Consumer Healthcare Products Association (CHPA), Advil, and ThermoCare.

Billetz Industries Freelance Designer

July 2016 – present

Produced high fidelity wireframes for website and mobile app. Created visual assets, presentation decks, and stationary. Edited layout for presentations and letters.

Vaudeville Ventures Design Intern

Jun – Aug 2016

Designed checkout flows, including UX sketches and wireframes, as part of Advertiser's site revamp. Developed polished visual designs for web and mobile and assembled working prototypes with Sketch and Invision. Researched and presented design trends to clients. Refined presentation decks.

| skills

Design Typography · Color theory · Brand identity · Digital illustration · Packaging

UI/UX Wireframing · Prototyping · User testing · Responsive web design

Tools Photoshop · InDesign · Illustrator · After Effects · Sketch · Invision · Figma · Keynote · HTML/CSS · Basic Javascript · Basic Python

Other Ideation · Implementation · Self-motivated · Detail-oriented · Receptive · Flexible

| extracurriculars

Hack@Brown 2018

Designed and prototyped a mobile app in Sketch and Invision for reducing carbon footprint via food consumption.