



NATHAN GUO

UX/UI Designer

+49 178 6929 637

nathen607@gmail.com

yellingbytes.com

Experience

4.2019 - now / Virtual Identity AG / UX Designer / Munich

Developed features for web products; assisted service design workshops with clients, design UI components for various projects, including Siemens Healthineer, Munich Re, MAN etc.

5.2018 - 3.2019/ Paysafe Group / UX Designer / Vienna

Delivered personas, wireframe, click dummy, low/high fidelity mock-ups, design system; assisted design sprints, brand attribute experience workshop, card sorting etc.; facilitated focus group user testing; created user survey; marketing design.

8.2018 - 3.2019 / Sketch Ambassador / Vienna

Organize monthly Vienna Sketch meetup for ca 400 subscriptions
Curated meetup sessions

11.2016 - 4.2018 / Netcetera AG / UX Designer / Linz

Designed user interfaces of iOS / Android app for a leading Bank in Czech Republic and fully functional an admin website with dashboards and client demanding features

10.2014 - 4.2016 / Kotki Visuals / Digital Designer / Linz

Audio and Visual storyboard and production;
Interaction design and exhibition design;
Facade mapping design for various

8.2010 - 12.2010 / Lenovo Inc. / Digital Designer / Beijing

Drafted, shot and edited product video for the all-in-one desktop computer; Created motion graphics advertising the benefits of the desktop computer

Certification

Interaction Design Foundation Member

UX Foundations: Prototyping

Design Thinking: Customer Experience

UX Foundations: Style Guides Design Systems

Digital Marketing Trends

Award

2015 Art Prize of the Energie AG, Upperaustria

2012 Winner of Intel 48 Hour Hackathon of China

2012 Most Popular DIY Maker Project, China 1st Maker Carnival

2011 Valuable Design Award, Sony ExploraScience Center

Education

MA, University of Art and Design Linz

BA, Renmin University of China

Guest Study, Academy of Media Arts Cologne

Exchange Study, Taiwan University of Arts

Research Residency, Institute of Advanced

Media Arts and Sciences, Japan

Skillset

Industry knowledge

Prototyping / User research / Wireframe/
Storytelling / UX interview / Motion graphic /
UX writing / Growth hacking / Design sprint

Tool & Tech

Figma / Sketch / Principle / InVision / Marvel /
FramerX / After effects / Illustrator / C4D /
Adobe Creative Suite

Others

HTML / CSS / Javascript / IoT / Illustration

Publication

UX landscape in China

Melokey: Create Melody with Keys

Media Art Rhetoric

The Mapping Between Interactive Art and

Classical Rhetoric: An Analogy Approach

WANDERL_ST: Dartboard as an Agent of Map

Navigation

Language

English-Professional (IELTS 7.0)

German-Sufficient (B2 Level)

Chinese-Native Proficiency

Japanese, French, Spanish Duolingo Basic

Hobby

Table tennis / Reading

Bike Touring / Tinkering,

Calligraphy / Swimming

LEGO serious play