

# TIANYU YANG

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## PROFESSIONAL SUMMARY

Industrious Instructional Designer with demonstrated success in utilizing innovative training techniques to increase workforce efficiency. Skilled in training program creation and implementation illustrated over 3 years of industry success. Resourceful and innovative Instructional Designer with over 3 years of experience in e-learning and curriculum development for wide variety of cultural and professional backgrounds. Offering insightful analysis of content and design to create value-added learning programs that achieve desired business outcomes. Strong communication and interpersonal skills to build relationships with stakeholders and assess learning needs.

## SKILLS

- Figma/ Sketch/ Adobe Illustrator/ Adobe
- Photoshop/ Adobe XD/ Adobe Premiere/ After
- Effect/ Notion/ Articulate Rise/ Storyline 360/
- InVision/ Microsoft Suites/ Wanda VR/ Canva
- Design
- Prototyping/ Storytelling/ User Research/
- Usability Testing/ Wireframing/ User Flow/ Visual
- Design/ Logo and Branding/ Journey Maps
- Programming
- R/ HTML/ CSS/ JavaScript

## EDUCATION

### DePaul University

Chicago, IL • 08/2021

*Bachelor of Arts*: Public Relation and Advertising

### New York University

New York, NY • 08/2023

*Master of Arts*: learning technology and Experience Design

## WEBSITES, PORTFOLIOS, PROFILES

- <https://ty2235.wixsite.com/my-site>

## WORK HISTORY

### New York University, online - Instructional Designer

New York, NY • 01/2023 - 07/2023

- Conducted user research by collecting data and integrating case studies while collaborating with other faculty
- Participated in product testing and suggested improvements
- Proficient in software tools such as Photoshop, Illustrator, Figma, Notion, and Rise360
- Learned to set up a database in Notion and worked with others to create the company's database
- Conducted a landscape audit to analyze case study libraries, creating a comparison matrix of features.

### Elite Gaming Live, Online - Instructional Designer

New York, NY • 09/2022 - 12/2022

- Collaborated on video editing and web design interfaces
- Gave feedback and suggestions for product improvements during testing
- Used Adobe Effects, Adobe Premiere, and Figma to create mockups and prototyping
- Designed original graphics that followed industry standards using software like Figma, Adobe Illustrator, and Photoshop
- Use the ADDIE model and Rise360 to design the course. Help users gain a deeper understanding

### IREAD DOG - Instructional Design & Research

New York • 02/2022 - 05/2022

- Collaborated with 4 SMEs (Experienced dog trainers) to research explore design concepts for supporting dog parents to understand their dogs better by integrating game-based learning
- Work with target users to assess learning progress and use the ADDIE model for instructional design.
- Communicate powerfully with target customers and assess learning progress. The result is improved learning content and increased customer satisfaction.

### Liu'an Education - Media Operation

Hangzhou • 07/2021 - 09/2021

- Primarily responsible for the company's media operations
- Use computer editing software (AP, AE) for video editing
- Communicate video content with teachers to achieve the desired effect.

### Teacher & Trainer / International Youth, Fellowship - Volunteer

Mexico • 01/2018 - 02/2018

- Use Articulate Rise to make teaching courses to help more poor students train their English skills
- Integrate knowledge with reality, so that students can better understand knowledge
- Better absorb knowledge through teaching videos and offline teaching.