

# RUIZI WANG

UX Designer with 3 years professional experience

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## EXPERIENCE

### Autodesk

#### User Experience Designer

San Francisco, CA | July 2023 - Present

Lead end-to-end UX/UI for core viewing experiences in Autodesk Construction Cloud and Autodesk Viewer across web and mobile

Design and deliver high-impact 2D/3D viewing features such as measuring and sectioning

Drive platform UX by conducting UX audits, defining IA foundations, and shaping design system standards across Autodesk products

Lead user research through usability tests, interviews, surveys to validate designs and drive cross-functional alignment

Leverage AI to accelerate prototyping and broaden design exploration

### Autodesk

#### Service Experience Design Intern

Work Remotely, USA | May 2022 - Aug 2022

Designed desktop-to-cloud 2D/3D viewing workflows and interaction patterns shaping Shared Views feature

Researched and analyzed AEC model review behaviors and cross-discipline communication patterns

Built UI frameworks and prototypes to define key improvements and illustrated viewing and sharing workflows

### Yimai Urban Planning and Design

#### Design Intern

Shanghai, China | June 2020 - Nov 2020

Developed logos and VI systems for hospital and school clients in collaboration with the design team

Contributed to proposal development by integrating research insights with design concepts

Surveyed the target market and consumer demand for brands

### Google - Academic project

#### UI/UX Designer, 3D Artist

CMU Entertainment Technology Center | Jan 2022 - May 2022

Designed 3D interactive experiences across multiple platforms to visualize diverse datasets and high-dimensional ML model features

Built interaction flows for exploring and interpreting ML model behaviors within 3D environments

### CMU Psychology - Academic project

#### UI/UX Designer, 3D Artist

CMU Entertainment Technology Center | Aug 2022 - Dec 2022

Designed onboarding process and in-game interfaces for a dual-player Human/AI collaboration research game, contributing to two publications

Created and iterated 3D environments using Maya and Unity

## EDUCATION

### Carnegie Mellon University

Master of Entertainment Technology

Focused Experience/Interaction Design

Pittsburgh, PA | Aug 2021 - May 2023

### University of California, Davis

Bachelor of Arts in Design

Bachelor of Science in Managerial Economics

Davis, CA | Sept 2017 - June 2021

## TOOLS

Figma

Adobe XD

Invision

HTML/CSS

Dovetail

UserTesting

Microsoft Maquette

Adobe Illustrator

Photoshop

Indesign

Maya

Unity

Blender

Substance Painter

## SKILLS

Interaction Design

Information Architecture

Wireframing

Prototyping

Rapid Iteration

User Research

3D Modelling

Illustration

## ACADEMIC PAPER

Co-author, "The Oomplet dataset toolkit as a flexible and extensible system for large-scale, multi-category image generation" [Nature Scientific Reports, Published 2025](#)

Co-author, "How multiple learning systems contribute to naturalistic patch foraging" [OSF, Preprint 2025](#)