

XIAOLEI QIN

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SUMMARY OF QUALIFICATION

Master's student in Information Studies with a focus on HCI and UX Design at UT Austin. Former Design Engineer at Visa Inc. with expertise in design systems with React and Angular, offering a strong foundation in user-centered design and practical implementation with strong visual design skills with Figma. Eager to deepen knowledge in systems thinking and information architecture design.

PROFESSIONAL EXPERIENCE

Design Engineer at Visa Inc., Austin, TX May 2022 - June 2024

- Spearheaded the creation and management as the lead engineer for Visa Design System React library–Nova, enhancing collaboration between designers and engineers to deliver seamless user experiences.
- Achieved industry-level accessibility (WCAG 2.1) compliance for Nova, significantly improving accessibility and inclusivity, in collaboration with A11y researchers.
- Authored comprehensive documentation of Nova in React and led knowledge-sharing sessions, resulting in a 50% time reduction in onboarding time for new developers.
- Identified and implemented process improvements for VaultKey+ Design system in both React and Angular.
- Facilitated cross-functional communication and problem-solving, leading to a 30% decrease in bug resolution time in VaultKey+.
- Provided critical support for North American and Asia-Pacific regions, successfully addressing and resolving high-priority issues in both legacy and new design systems.

Visualization (Frontend Engineer) Intern at MANN+HUMMEL, Cary, NC Aug 2021 - May 2022

- Led the design of a specialized portal interface collaborating with the leadership team. Developed a single-page application (SPA) using React + Typescript and MS Graph API, allowing leadership teams to visualize and edit datasets seamlessly, reducing dependency on SharePoint lists and online Excel. Achieved a 50% improvement in team efficiency by implementing the new web portal.
- Reimagined a legacy Production Console Interface, creating a user-friendly tablet interface for internal clients using Figma, enhanced the overall user experience, contributing to improved usability and efficiency by 40% in day-to-day operations.

SKILLS

Design Tools: Figma, Adobe XD, Photoshop, Lightroom, Illustrator, After Effect

Development Tools: NPM, PNPM, Homebrew, GitHub, Bitbucket, Accessibility Insights, Jenkins, Unity

Programming Language: HTML/CSS, JavaScript, Python, Typescript, Java, C, C++, C# and OpenGL

Frameworks: React, Angular, Vite, Astro, NextJS, REST, Express.js, Django, NodeJS, Microsoft Graph

EDUCATION

University of Texas at Austin, Austin, TX

M.S. Information Studies, with concentration on **HCI and UX Design**, expected May 2026

North Carolina State University, Raleigh, NC

B.S. Computer Science, minor in Art and Design, May 2021

GPA: 3.44/4.0 (Dean's List)

OTHER PROJECTS

Trusty – A collective mobile news prototype that provides a trustworthy source feed with smooth feed. Ranked in the top 20 out of 315 competitors in the Adobe Creative Jam with New York Times 2021.

VRcade – A set of arcade games in Unity VR (Oculus Quest) in a hackathon at Hack Reality 2021 (Remote) in Chapel Hill, NC. Won 3rd prize on the entertainment tracks.

Monitor Lizard – A scalable monitoring web app with Django and Docker, providing email notifications for anomalies. Designed dashboards and user interfaces with Figma.