

Jinjiu Gu, UI/UX Product Designer

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Portfolio Website: <https://jinjiugu.com/>

SUMMARY

UI/UX product designer with a BFA from Rhode Island School of Design, with experience in production-ready web interfaces, client-facing projects, and design education. Skilled in UI/UX design, prototyping, visual design, and communicating design concepts across disciplines. Fluent in Figma and Adobe Creative Suite. Bilingual in Mandarin and English.

EXPERIENCE

 Apr 2026 — Present  Richmond, BC, Canada	Art & Design Instructor (Part-time) D.X. Academy of Art + Design • Teach drawing fundamentals, creative techniques, and introductory product design to students aged 10–18. • Develop structured lessons and provide individualized feedback to support students through ideation, sketching, and project development.
 Sep 2025 — Nov 2025  Remote in USA	Product Design Intern DMOOJI, LLC • Led the UI redesign of the XDS Bikes website, delivering high-fidelity Figma designs implemented in production. • Built and maintained a reusable component library to improve interface consistency and design-to-development handoff.
 Jan 2023 — May 2025  Providence, RI, USA	Peer Tutor & Technician RISD Co-Works Interdisciplinary Research Lab • Supported students and researchers with interdisciplinary design projects, prototyping, and fabrication. • Conducted hands-on training in 3D printing and laser cutting, making technical processes accessible to users with different experience levels.
 Jun 2024 — Sep 2024  Vancouver, BC, Canada	UI/UX Product Design Intern FSH Design • Developed four branding concepts for Festal Cafe; the selected direction was delivered as print-ready files. • Conducted user research and developed visual proposals for a B2B website redesign at Titan Construction & Contracting. • Produced design mockups and client presentation materials using Figma and Adobe Creative Suite.

EDUCATION

 Sep 2020 — May 2025  Providence, RI, USA	Rhode Island School of Design Bachelor of Fine Arts Sculpture (2021–2022); Industrial Design (2022–2025)
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PROJECT

 Apr 2025 — May 2025  UI/UX Designer Game Designer	TideBound Designed a hybrid educational game combining physical gameplay with a digital companion interface. Developed interaction flows, information hierarchy, and onboarding systems through iterative prototyping and playtesting.
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SKILLS

Figma	Design System	English
Adobe Creative Suite	Motion Design	Mandarin Chinese
User Research	Wireframing	Basic HTML/CSS
User-Centered Design	Prototyping	AI Workflow