

# YUNLAN FU

## Product Manager& UX Designer

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## EDUCATION

Maryland Institute College Of Art  
2024-2025

Master of Professional Studies in UX  
Design

University of Washington 2022

Certificate in UI& UX Program  
Human Computer Interaction Design

Sichuan Normal University 2007-2011

B.A., Chinese language and literature

The Open University of China 2009-2012

B.A., Public Administration

## TOOL&SKILLS

Figma  
Sketch  
Mural  
Axure  
Balsamiq  
Principle

## LANGUAGES

Chinese Mandarin  
English

## EXPERIENCE

Soca

Feb 2023- Oct 2023

Product Project Manager

Bellevue, WA US

Planning and executing the product's lifecycle,  
Curating and prioritizing the requirements of the product,  
Work closely with the marketing, and engineering teams for  
various aspects.

UI&UX program

Jan 2022 -Jun 2022

Professional Certificate

University of Washington, US

Studied In a three-course certificate program, using the  
latest design techniques, tools and technologies to create  
rich interactive experiences,  
Learned how to apply a four-stage, iterative process of user-  
centered design thinking — defining user needs, ideating on  
solutions, creating testable prototypes, and implementing  
the chosen solution.

Moji Weather

Jan 2012-July 2014

Product Manager

Beijing, China

Leader of a team of six designers, collaborated with  
marketing, product, and engineering teams to create an  
Android application which became the most downloaded  
weather application in China with one hundred million users,  
Worked with business team to ensure effectiveness of  
advertisements without being intrusive,  
Created a new advertising model which combined weather  
information, user interaction and business advertisements.

Baidu

Oct 2011- Jan 2012

Product Intern

Beijing, China

Worked with the product team and the operation team  
to collect and analyze user's data to help design  
product features and to improve user experience.

JiuHeTianXia

July 2010-Oct 2011

Game Operations And Design

Chengdu&Beijing, China

Implemented ideas and game modes to increase the  
number of active users,  
Worked with the operation team to improve game play  
through gamer opinion collection.