

Wannian Dai

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Education

Soochow University | B.Eng. in Landscape Architecture | Sep 2021–Jun 2025

Awards: First Prize, 4th Chen Zhi Cup Garden Design and Construction Competition (Nov 2023); Second Prize, 10th Zijin Award Architecture and Environmental Design Competition (Oct 2023); Third Prize, 12th China Landscape Architecture Education Conference (Apr 2023).

Work Experience

Shanghai Telangsi Dayuzhou | UX / Interaction Designer | Dec 2025–Jul 2026

- Refined interactions and maintained B2B websites. Mapped page structures and workflows against business requirements, translating change requests into page-level interaction designs.
- Specified page functions, user actions, state changes and feedback behavior. Documented interaction rules to support consistent workflows across pages and ongoing product iterations.
- Created and maintained product requirements documents (PRDs), covering business context, functional scope, workflows and interaction rules to support requirements discussions and development.

Internship Experience

Beijing Zixiang Technology | UX Design Intern | Jul–Dec 2025; Sep–Dec 2024

- Supported UX projects through user research and feedback synthesis. Translated usability issues into workflow and interface improvements, refining page interactions to meet project requirements.

WIISH Studio | UX Design Assistant | Jul–Aug 2024

- Helped define three core mechanics for an interactive board game. Mapped objectives, rules and player flows, addressing challenges in understanding the rules and engaging with gameplay.
- Iterated on rules and interaction logic through multiple test rounds and feedback from 100+ players. Contributed to interface and visual system design to align presentation with gameplay.

Zhejiang Shuangyuan Environmental Technology Co., Ltd. | Media Content Intern | Jul–Aug 2023

- Supported smart park and public plaza installation projects. Built Rhino models, prepared drawings in CAD and Photoshop, rendered design details in D5 and produced presentation materials in InDesign.
- Assisted the technical team with installation delivery and safety assessments. Participated in on-site user testing, using sensor feedback and observations of space use to refine circulation and interactions.

Project Experience

Xiaodu Speaker Singles' Day Campaign | Beijing Zixiang Technology | Oct–Nov 2025

- Researched 300+ users in campaign purchasing scenarios to identify workflow and interface issues. Contributed to purchase-flow redesign and page improvements to clarify the journey and make interactions more coherent.

PurePaw AR Environmental Game | Beijing Zixiang Technology | Jul–Aug 2024

- Translated waste-sorting knowledge into AR game tasks. Designed task mechanics, character systems and interface interactions, then implemented task logic and UI in Unity to connect game rules with player actions.

Smart Indoor Wayfinding | Zhejiang Shuangyuan Environmental Technology Co., Ltd.

- Designed navigation interactions across platforms for indoor positioning scenarios. Mapped wayfinding information and user journeys, using pedestrian-flow data to refine circulation, navigation information and route guidance.

Fuyun Road Site Planning, Suzhou | Soochow University | May 2025

- Led project planning and concept design, conducting site research and biophilic design case studies with 200+ data samples. Proposed interactive routes and multisensory installations, documenting the work in a report incorporated into the graduation thesis.

Interactive Prototyping and Game Development | Workshops | May 2024–Sep 2025

- Unity (Aug–Sep 2025): Developed interactive scenes and UI elements, combining game mechanics, interface interactions and immersive storytelling.
- Arduino (Jul–Aug 2025): Built and programmed interactive prototypes, exploring the relationship between environmental sensing, sensor inputs and installation feedback.
- Serene Garden (May 2024): Designed a touch-responsive wall with changing patterns and colors as user feedback, exploring multisensory experiences and participation in physical spaces.

Spatial Design Research | Informal Fitness Spaces and Guerrilla Gardening | Jul–Aug 2023

- Fitness spaces: Researched 100+ users and compiled cases and data on informal fitness spaces in Suzhou's historic district. Identified three design trends and contributed to research paper sections.
- Guerrilla gardening: Led project planning and compiled 200+ cases. Reviewed definitions, historical development and research in China and abroad, producing a research report and paper.

Technical Skills

UX and interaction design: User research, interviews, competitive analysis, usability testing, information architecture, user flows, journey maps, wireframing, interaction prototyping and UI design.

Design tools: Proficient in Figma and Adobe Photoshop, Illustrator and InDesign; working knowledge of Adobe XD; basic knowledge of Axure, ProtoPie and Sketch.

3D and prototyping: Proficient in Rhino / Grasshopper, Blender, AutoCAD and SketchUp; working knowledge of Unity and Maya; experience developing Arduino interactive prototypes.

AI tools: Codex and Cursor (vibe coding / AI-assisted development); Midjourney (visual generation); ChatGPT and Claude (requirements structuring, copywriting and documentation support).