

# Ling Sui

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## EDUCATION

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### New York University

New York, NY

*Master of Arts in Learning Technology and Experience Design*, GPA: 4.0

Sept. 2024 - Expected May 2026

Relevant Coursework: UX Design, Web Development, Cognitive and Learning Sciences, Learning Design, Game Design in Education

### Shanghai Jiao Tong University

Shanghai, China

*Bachelor of Arts in English (Translation) | Minor in Law*, GPA: 3.74/4.30

Sept. 2020 - Jun. 2024

Relevant Coursework: English-Chinese Translation, Linguistics, Japanese, Constitutional Law

## WORK EXPERIENCE

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### NYU Silver School of Social Work

Learning Technology & Design Intern, Edu-Tech Department, Hybrid

May. 2025 – Aug. 2025

- **Course & LMS Design (Brightspace)**: Partnered with faculty to plan learning sequences; built and formatted modules; integrated Perusall; standardized templates/IA; maintained accessibility and link hygiene.
- **AI for Teaching & Learning**: Scoped use cases with faculty; defined intent taxonomy and prompts; ran evaluation; built and piloted a GPT assistant; authored usage guidance and guardrails.

### Radiometer Medical Equipment (Shanghai) Co., Ltd.

Shanghai, China

Intern, Marketing Department

Jul. 2023 – Sept. 2023

- Conducted market research and competitive analysis, offering insights into user trends and product positioning.
- Supported marketing campaigns by preparing promotional materials and updating customer data in the CRM system.

### Penguin Random House (Beijing) Cultural Development Co., Ltd.

Beijing, China

Intern, Marketing Department, Remote

Jan. 2023 – Apr. 2023

- Localized and structured WeChat official account content using Xiumi, enhancing user engagement through visually appealing layouts and culturally relevant translations.
- Conducted fan preference research across platforms like Xiaohongshu, informing the design of interactive events tailored to audience interests.

## ACADEMIC PROJECTS

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### ECTivate, an Improved LMS - UX Designer

Sept. 2024 – Dec. 2024

- Collaborative group project. Responsible for user research (surveys and interviews), ideation, data analysis, prototype development, and usability testing. Led stakeholder presentations to showcase design solutions based on research findings.

### OPTimize, a Milestone Tracker for 2-Year F1 Students - UX Designer & Developer

Sept. 2024 – Dec. 2024

- Solo project designing a milestone tracker for F-1 visa students using timeline visualization to simplify milestone tracking and address key pain points.
- Developed the platform using HTML, CSS, and JavaScript, implementing interactive features and responsive design for an improved user experience.

## SIDE PROJECTS & ENTREPRENEURSHIP

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### Content Creator - Bilibili (long-form learning content), Xiaohongshu & Douyin (short-form pop-culture)

Aug. 2018 – Present

- Planned, shot, and edited; managed editorial calendar and basic analytics; cross-platform: 10K+ followers, 260K+ likes; top video 900K+ views.

### Individual Studio

Sept. 2023 – Present

- Built and sold Notion templates & small-batch crafts; owned end-to-end ops (design → marketing → fulfillment) with continuous versioning from user feedback.

## SKILLS

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- **Design**: Learning design; UX design; Game Design in Education.
- **Tools**: Figma; HTML/CSS/JavaScript (foundational); Notion; Brightspace; Google Workspace; Video Production.
- **Languages**: Chinese (native); English (fluent); Japanese (elementary).