Curriculum Vitae

Yang Liu   Cell: 177-456-7890

No 99 Shangda Rd, Baoshan, Shanghai, China

Education Background

2008 - 2012	Bachelor of Engineering	Shanghai, China
	Computer Science	
	University Alpha	
	English (EN): GPA 3.05 out of 4;	
	Mandarin (CN): 平均课业成绩为 3.05 (满分成绩为 4)	

Research Experience

2014 - 2015	==Research Assistant==	Shanghai, China
	Lab for Social Computing and Information Retrieval	

EN: Yang participated in a research project that explored social media usage in China. Yang's contributions to this project include conducting sentiment analysis of 200 million Sina Weibo posts and submitting the research findings to a peer-reviewed journal.

CN: 该科研项目旨在了解中国网民如何使用社交媒体。Yang 使用自然语言处理算法对 2 亿条新浪微博进行了文本情感分析，并将相关成果投稿到某同行评审期刊。

2013 - 2014	**Research Assistant**	Shanghai, China
	User Research Lab	

EN: Yang participated in a research project on Chinese college students' well-being. Yang's contributions to this project include conducting interviews with 5 participants and presenting this work at the lab's seminar.

CN: 这是一个关于大学生主观幸福感的科研项目。Yang 完成了对 5 位研究被试的访谈，并在实验室的内部研讨会上做了项目汇报。

2011 - 2010	**Research Assistant**	
	Virtual Interaction Research Center	

EN: Yang participated in a research project on virtual reality (VR). Yang's contributions to this project include observing 8 users' interaction with the VR headsets and discussing the observation notes with users for feedback collection.

CN: 这是一个关于虚拟现实 (VR) 技术的科研项目。Yang 对 8 名头戴设备用户的使用行为进行了观察，并以座谈的形式收集了用户反馈。

Industrial Experience

2017 - 2018	==Algorithm Engineer==	Shenzhen, China

	Chuangxiang Technology Inc. EN: Yang worked on a project that aimed to improve urban transportation in Shenzhen. In this project, Yang coordinated with colleagues from both the Chuangxiang Technology and the city's Transportation Department to build models for traffic analysis. CN: 该公司项目旨在改善深圳市道路交通状况。Yang 与来自创想科技 (Chuangxiang Technology) 公司和深圳交通管理部门的同事们积极协作，共同完成了对城市路况的调查分析。	
2016 – 2017	**Data Analyst**	Beijing, China
	Blue Whale Wireless Inc. EN: Yang led a project that aimed to automatically identify user-preferred content on web pages. Yang worked closely with the user experience team, the product operation team, and the web design team at different stages of this project. CN: 该公司项目旨在开发针对网页内容的用户偏好识别工具。在该项目的各个阶段，Yang 分别与来自用户体验组，产品运营组，以及网页设计组的同事展开了密切的合作。	
2015 – 2016	**Web UI Designer**	Shanghai, China
	Fangyuan Logistics Inc. EN: Yang worked in a product team doing the interface design of Fangyuan Logistics' online website. Yang's responsibilities were to reduce the page loading time and improve usability. CN: Yang 参与了方圆物流公司 (Fangyuan Logistics Inc.) 网站的用户界面设计。 Yang 的工作职责包括优化网页的载入速度，以及改善网站的可用性。	

Curriculum Vitae

Chen Chen		Cell: 188-456-7890
	No. 2 Kexueyuan South Rd, Haidian, Beijing, China	

Education Background

2008 - 2012	**Bachelor of Science**	Hangzhou, China
	Information Science	
	University Beta	
	English (EN): GPA 3.00 out of 4;	
	Mandarin (CN): 平均课业成绩为 3.00 (满分成绩为 4)	

Research Experience

2014 - 2015	**Research Assistant**	Hangzhou, China
	The Lab for Wearables	
	EN: Chen participated in a research project that explored how people make use of smartwatches. Chen's contributions to this project include designing different versions of the watches' user interfaces and presenting this work on the university's research symposium.	
	CN: 这是一个关于智能手表的科研项目。Chen 为智能手表的用户界面设计开发了多套方案，并且在校内的研讨会上展示了这些研究成果。	
2013 - 2014	**Research Assistant**	Hangzhou, China
	Research Center for Health Info	
	EN: Chen participated in a research project on understanding health enhancing behaviors of the elderly. Chen's contributions to this project include conducting group interviews with 10 elderly people and their caregivers and submitting a research report to the faculty supervisor of this project.	
	CN: 这是一个关于老年人健康行为的科研项目。Chen 对 10 位老年人以及他们的照护者展开了团体访谈，并且向项目指导老师提交了研究报告。	
2012 - 2013	**Research Assistant**	Hangzhou, China
	Social Computing Lab	
	EN: Chen participated in a research project about online communities. Chen's contributions to this project include developing machine learning models to classify Hupu users based on their browsing habits on Hupu.com and submitting the research findings to a peer-reviewed conference.	
	CN: 这是一个关于在线社区的科研项目。Chen 对虎扑用户的的在线浏览习惯进行了分析，并开发出一款可将用户进行自动分类的机器学习模型。Chen 已将该研究的结果投稿到某同行评审会议。	

Industrial Experience

2017 – 2018	**User Experience Designer**	Hangzhou, China
	Fei-Teng Tech Inc.	

EN: Chen participated in a project on wearable devices for children. Chen worked with both the engineering team and the user experience team to complete the prototype development of these devices.

CN: 该公司项目旨在生产一款面向儿童用户的穿戴式设备。Chen 与工程团队和用户体验团队共同合作，完成了该设备的原型开发。

2016 – 2017	**Data Analyst**	Beijing, China

Xin-Rui Auto Inc.

EN: Chen worked in a product team developing reliable systems for self-driving cars. Chen worked with both the interaction designers and auto engineers to develop an in-car system that displays real-time nearby road conditions.

CN: 这是一个关于自动驾驶汽车的公司项目。Chen 与交互设计师和汽车工程师紧密协作，开发了一款能够向出行者显示实时周边路况的车载系统。

2015 – 2016	**User Experience Designer**	Shenzhen, China

Meng-Long Inc.

EN: Chen participated in the development of an online multiparty collaboration platform. Chen generated the design of this online platform through iterative discussions with both the developer team and the marketing team.

CN: 该公司项目旨在开发一个支持多人在线合作的平台。Chen 与来自技术团队和市场部门的同事开展了多轮讨论，并最终确定了该合作平台的设计方案。

Curriculum Vitae

Alex Brown	Cell: 123-456-7890
	1000 Baltimore Ave, College Park, MD, US

Education Background

2010 - 2014	**Bachelor of Science**	Cambridge, MA
	Psychology	
	University Gamma	
	English (EN): GPA 3.90 out of 4; Graduation with honor	
	Mandarin (CN): 平均课业成绩为 3.90 (满分成绩为 4); 获荣优等生学位	

Research Experience

2013 – 2014	**Research Assistant**	Cambridge, MA
	Education and Innovation Lab	
	EN: Alex participated in a research project investigating how people use the Canvas as an online educational platform. Alex's contributions include modeling people's learning behaviors based on the log data of 10k Canvas users across 120 universities and submitting this work to a peer-reviewed journal.	
	CN: 该科研项目旨在了解用户如何使用在线学习平台 (例如: Canvas)。Alex 对来自 120 所大学的一万名 Canvas 用户进行了日志数据分析，并对用户的学习行为进行数学建模。Chen 已将该研究成果投稿到某同行审议期刊。	
2012 – 2013	**Research Assistant**	Cambridge, MA
	Robotics Lab	
	EN: Alex participated in a research project on human-robot interaction. Alex's contributions include recruiting 7 participants to perform a given task in the lab and analyzing the data collected from these lab sessions.	
	CN: 该科研项目旨在了解人与机器人如何交互。Alex 招募了 7 名被试来到实验室完成一项测试任务，并对测试中采集的数据进行了分析。	
2010 – 2011	**Research Assistant**	Rochester, NY
	Citizen Research Lab	
	EN: Alex participated in a research project on sharing economy. Alex's contributions include interviewing 15 local residents in Rochester about their usage of online homestay platforms (e.g., Airbnb) and presenting the work at the department's research seminar.	
	CN: 这是一个关于共享经济的科研项目。Alex 对 15 名罗切斯特地区居民使用共享服务 (例如: Airbnb) 的状况进行了访谈，并在院系的研讨会上做了研究报告。	

Industrial Experience

2017 – 2018	**User Experience Designer**	Boston, MA

GoPay Inc.

EN: Alex worked on a project that aimed to improve the user experience of mobile payment systems. In this project, Alex designed an online questionnaire to understand users' attitudes and expectations toward the existing payment systems.

CN: 该公司项目旨在提升手机用户的移动支付体验。Alex 为该项目编写了一份在线问卷。问卷的主要目标是了用户群体对当前支付系统的评价。

2016 – 2017	**Product Manager**	Mountain View, CA

Involution Studio

EN: Alex worked on a project that provides technical support for small e-commerce merchants. Alex met frequently with colleagues from the developer team, the marketing team, and the customer service team to gain a comprehensive view of the merchants' demands.

CN: 该公司项目旨在为小型电商提供技术支持。Alex 与来自技术开发组，市场部门，以及客户服务部门的同事频繁沟通，以求全方位了解商户们的需求。

2015 – 2016	**User Interface Designer**	Los Angeles, CA

X-Energy Inc.

EN: Alex participated in a project on energy-efficient household appliances. In this project, Alex designed a user mobile app that could visualize the energy consumption of various kitchen appliances for their owners.

CN: 这是一个关于节能家电的公司项目。Alex 为该项目设计了一款手机小程序。这款小程序能够以视图的方式向用户呈现各类厨房电器的耗能情况。

Curriculum Vitae

Taylor Davis

Cell: 333-456-7890
2500 College Dr., New York, NY, US

Education Background

2009 – 2013	**Bachelor of Science** Human-Computer Interaction (HCI) University Delta English (EN): GPA 3.12 out of 4; Mandarin (CN): 平均课业成绩为 3.12 (满分成绩为 4)	New York, NY

Research Experience

2014 - 2015	**Research Assistant** Urban Studies Lab EN: Taylor participated in a research project that aimed to improve the public transportation system in the United States. Taylor's contributions include applying machine learning techniques to analyze relevant data from the National Transit Database in the last 10 years and submitting the research paper to a peer-reviewed journal. CN: 该科研项目旨在改进美国的公共交通系统。Taylor 使用机器学习技术对美国国家运输数据库中过去十年的相关信息进行分析，并将研究成果投稿到某同行评审期刊。	New York, CT
2013 - 2014	**Research Assistant** User Experience Lab EN: Taylor participated in a research project that aimed to facilitate students' classroom participation through the design of new technology. Taylor's responsibilities include attending classes with several student volunteers, observing their behaviors, and taking notes of their current technology use at class. CN: 该科研项目旨在通过技术创新提升学生的课堂表现。Taylor 对少量学生被试进行了随堂观察，并记录了他们在当前课堂环境下的行为表现和科技使用情况。	New York, CT
2012 - 2013	**Research Assistant** Interactive Intelligence Lab EN: Taylor participated in a research project on medical AI. Using an open dataset of 2 million chest X-ray images, Taylor built and tested multiple classification models for lung disease diagnosis. This work was later presented at a medical conference. CN: 这是一个关于智能医疗的科研项目。Taylor 开发了多个用于肺部疾病诊断的分类算法模型，并在一个包含两百万张胸透图像的开放数据集上对这些模型进行了测试。Taylor 在稍后的一个医疗学会上报告了这项工作。	New York, CT

Industrial Experience

2017 - 2018	**Product Designer**	Phoenix, AZ

	Tuft & Needle Inc.	
	EN: Taylor joined a product team developing smart devices for homes. Taylor's responsibilities include designing a prototype chatbot that can communicate with both human users and their home appliances.	
	CN: 该公司项目旨在开发一系列适用于家庭环境的智能设备。在该项目中，Taylor 参与了一款家用语音助手的原型设计。用户可以通过这款语音助手操控室内的其他家电设备。	
2016 – 2017	**Animation Designer**	San Jose, CA
	Vrboz Inc.	
	EN: Taylor worked on projects that created high-quality 3D animations for video games. In these projects, Taylor served on a joint team that included visual artists, scriptwriters, and developers. The responsibility was to construct the animation effects of two treasure hunting games.	
	CN: Taylor 参与了多个与电竞动画制作相关的公司项目。在这些项目中，Taylor 服务于一只由视觉艺术家，游戏编剧，和技术开发人员共同组建的团队。该团队的工作目标是为两款寻宝类电竞游戏制作动画特效。	
2015 – 2016	**User Interface Designer**	Austin, TX
	Triangle Wireless Inc.	
	EN: Taylor participated in the design of an online food ordering website. Taylor proposed a new color scheme of the website that improved the online ordering experience of people with low vision.	
	CN: 该公司项目的主要目标是为某餐饮机构的在线订餐系统设计网页。在参与该项目的过程中，Taylor 提出了一套服务于视障用户的网页配色方案。	