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| 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 | |  |
|  |  | | |
| **Research Experience** | | | |
| 2014 - 2015 | **Research Assistant** | | Shanghai, China |
|  | Lab for Social Computing and Information Retrieval | | |
|  |  | | |
| 2013 - 2014 | **Research Assistant** | | Shanghai, China |
|  | User Research Lab | | |
|  |  | | |
| 2011 - 2010 | **Research Assistant** | |  |
|  | Virtual Interaction Research Center | | |
|  |  | | |
| **Industrial Experience** | | | |
| 2017 - 2018 | **Algorithm Engineer** | | Shenzhen, China |
|  | Chuangxiang Technology Inc. | | |
|  |  | | |
| 2016 – 2017 | **Data Analyst** | | Beijing, China |
|  | Blue Whale Wireless Inc. | | |
|  |  | | |
| 2015 – 2016 | **Web UI Designer** | | Shanghai, China |
|  | Fangyuan Logistics Inc. | | |
|  | 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. | | |

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| 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 | | |  | |
|  |  | | | | |
| **Research Experience** | | | | | |
| 2014 - 2015 | **Research Assistant** | | | Hangzhou, China | |
|  | The Lab for Wearables | | | | |
|  |  | | | | |
| 2013 - 2014 | **Research Assistant** | | Hangzhou, China | | |
|  | Research Center for Health Info | | | | |
|  |  | | | | |
| 2012 - 2013 | **Research Assistant** | | Hangzhou, China | | |
|  | Social Computing Lab | | | | |
|  | 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. | | | | |
| **Industrial Experience** | | | | | |
| 2017 – 2018 | **User Experience Designer** | | Hangzhou, China | | |
|  | Fei-Teng Tech Inc. | | | | |
|  |  | | | | |
| 2016 – 2017 | **Data Analyst** | | Beijing, China | | |
|  | Xin-Rui Auto Inc. | | | | |
|  |  | | | | |
| 2015 – 2016 | **User Experience Designer** | | Shenzhen, China | | |
|  | Meng-Long Inc. | | | | |
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| **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 | | |
|  | GPA 3.90 out of 4; Graduation with honor | | |
| **Research Experience** | | | |
| 2013 – 2014 | **Research Assistant** | | Cambridge, MA |
|  | Education and Innovation Lab | | |
|  | 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. | | |
| 2012 – 2013 | **Research Assistant** | | Cambridge, MA |
|  | Robotics Lab | | |
|  |  | | |
| 2010 – 2011 | **Research Assistant** | | Rochester, NY |
|  | Citizen Research Lab | | |
|  |  | | |
| **Industrial Experience** | | | |
| 2017 – 2018 | **User Experience Designer** | | Boston, MA |
|  | GoPay Inc. | | |
|  | 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. | | |
| 2016 – 2017 | **Product Manager** | | Mountain View, CA |
|  | Involution Studio | | |
|  |  | | |
| 2015 – 2016 | **User Interface Designer** | | Los Angeles, CA |
|  | X-Energy Inc. | | |
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| Curriculum Vitae | | | | |
| **Taylor Davis** | Cell: 333-456-7890 | | | | | |
|  | 2500 College Dr., New York, NY, US | | | |
|  |  | | | | |
| **Education Background** | | | | | |
| 2009 – 2013 | **Bachelor of Science** | | | New York, NY | |
|  | Human-Computer Interaction (HCI) | | |  | |
|  | University Delta | | |  | |
|  |  | | | | |
| **Research Experience** | | | | | |
| 2014 - 2015 | **Research Assistant** | | | New York, CT | |
|  | Urban Studies Lab | | | | |
|  |  | | | | |
| 2013 - 2014 | **Research Assistant** | | | New York, CT | |
|  | User Experience Lab | | | | |
|  | 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. | | | | |
| 2012 - 2013 | **Research Assistant** | | | New York, CT | |
|  | Interactive Intelligence Lab | | | | |
|  |  | | | | |
| **Industrial Experience** | | | | | |
| 2017 - 2018 | **Product Designer** | | | Phoenix, AZ | |
|  | Tuft & Needle Inc. | | | | |
|  |  | | | | |
| 2016 – 2017 | **Animation Designer** | | San Jose, CA | | |
|  | Vrboz Inc. | | | | |
|  | 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. | | | | |
| 2015 – 2016 | **User Interface Designer** | | | Austin, TX | |
|  | Triangle Wireless Inc. | | | | |
|  |  | | | | |