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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 | |  |
|  | 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 | | |
|  | 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 | | |
|  |  | | |
| 2011 - 2010 | **Research Assistant** | |  |
|  | Virtual Interaction Research Center | | |
|  |  | | |
| **Industrial Experience** | | | |
| 2017 - 2018 | **Algorithm Engineer** | | Shenzhen, China |
|  | Chuangxiang Technology Inc. | | |
|  | 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. | | |
|  |  | | |
| 2015 – 2016 | **Web UI Designer** | | Shanghai, China |
|  | Fangyuan Logistics Inc. | | |
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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 | | | | |
|  | 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 | | | | |
|  |  | | | | |
| **Industrial Experience** | | | | | |
| 2017 – 2018 | **User Experience Designer** | | Hangzhou, China | | |
|  | Fei-Teng Tech Inc. | | | | |
|  |  | | | | |
| 2016 – 2017 | **Data Analyst** | | Beijing, China | | |
|  | Xin-Rui Auto Inc. | | | | |
|  | 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. | | | | |
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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 | | |
|  |  | | |
| **Research Experience** | | | |
| 2013 – 2014 | **Research Assistant** | | Cambridge, MA |
|  | Education and Innovation Lab | | |
|  |  | | |
| 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. | | |
|  |  | | |
| 2016 – 2017 | **Product Manager** | | Mountain View, CA |
|  | Involution Studio | | |
|  |  | | |
| 2015 – 2016 | **User Interface Designer** | | Los Angeles, CA |
|  | X-Energy Inc. | | |
|  | 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。 | | |

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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 | | | | |
|  |  | | | | |
| 2012 - 2013 | **Research Assistant** | | | New York, CT | |
|  | Interactive Intelligence Lab | | | | |
|  | 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。 | | | | |
| **Industrial Experience** | | | | | |
| 2017 - 2018 | **Product Designer** | | | Phoenix, AZ | |
|  | Tuft & Needle Inc. | | | | |
|  |  | | | | |
| 2016 – 2017 | **Animation Designer** | | San Jose, CA | | |
|  | Vrboz Inc. | | | | |
|  |  | | | | |
| 2015 – 2016 | **User Interface Designer** | | | Austin, TX | |
|  | Triangle Wireless Inc. | | | | |
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