

Miaojun Xu

User Experience Designer

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Education

Carnegie Mellon University

M.S., Human-Computer Interaction Institute

2020, Pittsburgh, PA

GPA: 3.8/4.0

Merit Scholarship · 2019

Chinese University of Hong Kong, Shenzhen

B.Eng, Computer Science

2019, Shenzhen

National Scholarship · 2016, 2017

Undergraduate Research Award · 2016, 2017

Skills

Design

web design, interaction design, wireframing,
data visualization, rapid prototyping

Research

semi-structured interview, contextual inquiry,
usability testing, journey mapping

Tool

Adobe Creative Suite, Sketch, Figma, Axure,
Voiceflow, HTML/CSS/JS, Python, C++, Scratch,
Tableau, Matlab

Collaboration

detail-oriented, flexible & communicative

Awards

1st Place | Tencent Mini-Game Design

2nd Place | Tencent MOBA Game Design

Top 3 design award | UC, Berkeley

Experience

Squirrel AI Inc. (Capstone Project) | UX designer

Mistake analysis online learning system · Jan 2020 - present

- Lead an interdisciplinary team that designs a new feature to help students with metacognitive skill development.
- Collaborate closely with stakeholders across Squirrel AI to create a new information architecture and shape product strategy.

CodeMao Inc. | Game UX designer

Visual programming community · May 2018 - Sep 2018

- Created 6 web-based mini-games from scratch with 1000+ players and 95%+ positive review.
- Owned an online machine armor design competition with 50+ participants and 5k+ viewers through crossover cooperation.

Apartsa Inc. | UX design lead

College forum for studying abroad · Sep 2017 - Aug 2018

- Led the design vision and product direction of a UGC platform.
- Designed new features and overhauled the experience design with a 60% DAU improvement.

Projects

EureKAS | UX designer

Reflection tool in project-based learning · Sep 2019 - Dec 2019

- Redesigned the workflow and end-to-end interactions of a web-based reflection tool for middle school students.
- Worked closely with stakeholders across Kentucky Avenue School and improved user satisfaction by 80%.

Chocolate Therapy | UX design lead

Web-based puzzle game of emotion exploration · Mar 2020

- Owned a web-based puzzle game to evoke players' emotions by engaging storytelling strategy.
- Overhauled the interaction design and led 3 rapid prototyping sessions with 20+ playtests.