

MIAOJUN XU

(1)412-897-8930
miaojunx@andrew.cmu.edu
miaojunxu.me

EDUCATION

Carnegie Mellon University

M.S., Human-Computer Interaction Institute
2020, Pittsburgh, PA
GPA: 3.8/4.0

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
Mobile design
Wireframe & mock up
Data visualization
Rapid prototyping

Research

Semi-structured interview & Focus group
Cognitive task analysis & Contextual inquiry
A/B testing & Think aloud
User modeling & Journey mapping

Tool

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

Collaboration

Detail oriented
Flexible & communicative

EXPERIENCES

EureKAS | UX designer

Reflection tool for middle school students · Sep 2019 - Dec 2019
Designed and developed a website to motivate students' reflections for project based learning courses.
Created artifacts and prototypes of 3 design cycles after conducting landscape and user research.

CoArt | UX designer

Mobile app for citizens' involvement in public art · Mar 2020
Facilitated meetings and mentored teammates about user research and design.
Created prototypes of 3 design cycles individually.

Chocolate Therapy | UX designer

Web-based puzzle game of emotion exploration · Mar 2020
Designed, developed, and launched a web-based puzzle game to evoke players' emotions by storytelling.
Designed and conducted 10+ play tests of 3 design cycles.

Save Hobo Turkey | UX designer

Board game to promote generous givings in holidays · Sep 2019
Designed game story and assets of 4 design cycles.
Conducted preliminary research and literature reviews to refine game experience.

Squirrel AI Inc. | UX designer

Mistake analysis online learning system · Jan 2020 - present
Manage an interdisciplinary team that will research, design, and deliver a personalized mistake analysis system helping K12 students build metacognitive skills.
Lead research and design process of 4 design cycles.

AWARDS

2nd Place | Tencent MOBA Game Design
Top 3 design award | University of California, Berkeley



My name is pronounced like "Meow June".
"Gentle, soft, and love to bring pleasure to people."