

MIAOJUN XU

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EDUCATION

Carnegie Mellon University

M.S., Human-Computer Interaction Institute
2020, Pittsburgh, PA
GPA: 3.9/4.0

Chinese University of Hong Kong, Shenzhen

B.Eng, Computer Science

2019, Shenzhen

National Scholarship · 2016, 2017

Undergraduate Research Award · 2016, 2017

SKILLS

Design

Strategy & vision presentation
Interactive sketch
Wireframe & mock up
Data visualization

Prototype

Rapid prototyping
Interactive flow on front-end
Framework & API
Back-end implementation

Research

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

Tool

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

Collaboration

Detail oriented
Flexible & communicative

PROJECTS

Eurekas | UX designer & Front-end developer

Reflection Tool for Middle School Students · Sep 2019 - Dec 2019

Designed, developed, and launched a website to motivate students' reflections for project based learning courses. Created storyboards, experience maps, and prototypes after conducting landscape and user research.

Conversational Design | UX designer

CUI for a long drive in extreme weather · Nov 2019 - Dec 2019

Designed and developed a conversation flow between a Conversational UI and a passenger in an autonomous car. Created conversation models for different contexts.

EXPERIENCES

Squirrel AI | Project manager & UX designer

Jan 2020 - present · Pittsburgh, PA

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 and communication in team to ensure on time, high-quality deliverables.

Apartsa | UX design lead & Front-end developer

Sep 2017 - Aug 2019 · Shenzhen, China

Designed and developed an UGC platform for study abroad with 2000+ users registered. Led user research conducting surveys with college students and 4 contextual inquiries for 2 design cycles.

CodeMao | Game designer

May 2018 - Sep 2018 · Shenzhen, China

Designed, developed, and launched 6 website-based mini-games. Planned, organized, and promoted an online machine armor design competition with 50+ participants and 5k+ viewers. Designed gamified tutorials through semi-structured interviews. Presented findings and design solutions to clients.

AWARDS

2nd Place | Tencent MOBA Game Design

Top 3 design award | University of California, Berkeley

Honorable Mention | Interdisciplinary Contest in Modeling



My name is pronounced like "Meow June".

"Gentle, soft, and love to bring pleasure to people."