

MIAOJUN APRIL XU

Interdisciplinary **UX designer**
interested in technology and entertainment

CONTACT

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SKILLS

Design

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

Prototype

Rapid prototyping using Keynote
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

Figma, Axure, Voice Flow, Adobe CC Suite
HTML/CSS/JS, Python, C++, Scratch
Unreal, Unity
Tableau, Matlab

Collaboration

Detail oriented
Flexible & communicative

AWARDS

2nd Place · Tencent MOBA Game Design
National Scholarship for Encouragement ·
CUHK, SZ
Undergraduate Research Award · CUHK, SZ

EXPERIENCES

Apartsa | UX design lead & Front-end developer

Sep 2017 - Aug 2019 · Shenzhen, China

Designed and developed an UGC website with 2000+ users registered.
Led user research conducting surveys and 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.
Designed gamified tutorials through semi-structured interviews.
Presented findings and design solutions to clients.

SunNeverSets Studio | UX design lead & Full-stack developer

May 2018 - Aug 2019 · Shenzhen, China

Redesigned and developed an event-booking dashboard for both teachers and students, incorporating usability test findings.

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.

EOS | UX designer

Tool for Reconnecting with Friends · June 2017 - Aug 2017

Created iteratively more complex interactive prototypes from low-fi to high-fi ones.
Conducted usability tests and collaborated with developers on each iteration.

EDUCATION

Carnegie Mellon University, M.S. Educational Technology and Applied Learning Science

2020, Pittsburgh, PA

GPA: 3.9/4.0

Chinese University of Hong Kong, Shenzhen, B.Eng, Computer Science

2019, Shenzhen

University of California, Berkeley

2017, Berkeley, CA

TOP 3 Design Award