

Miaojun Xu

User Experience Designer

<https://miaojunxu.me/>

(1)412-897-8930

xumiaojun49@gmail.com

<https://www.linkedin.com/in/xumiaojun>

A new graduate from top class HCI master program with a background of computer science. I pride myself in thinking outside the box and coming up with innovative ideas and designs. I would appreciate a full-time opportunity in technology, education, or entertainment companies.

Experience

Squirrel AI Inc. (Capstone Project) | UX designer

Mistake analysis online learning system · Jan 2020 - Aug 2020

- 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 aboard · 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.

Awards

1st Place | Tencent Mini-Game Design

2nd Place | Tencent MOBA Game Design

Top 3 design award | UC, Berkeley

Tools

Adobe Creative Suite, Sketch, Figma

Axure, Balsamiq Wireframes

Voiceflow, HTML/CSS/JS, Python, C++, Scratch

Tableau, Matlab

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

Selected 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.
- Overhauled the interaction design and led 3 rapid prototyping sessions with 20+ playtests.