Fan Xia

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SKILLS

Learning Design Skills	Adult Learning Theories, Cognitive Science, Instructional Design Models (ADDIE) (2 years)
Learning Design Tools	Articulate Storyline / Rise (1 years)
Other Design Tools	Figma, Photoshop, Procreate (2 years)
Research Skills	Survey Design, Usability Testing, Quantitative Research (4 years)
UX Skills	User Experience Design, User Interface Design, Prototying, Wireframing (2 years)
Programming Languages	Python, JavaScript, HTML, CSS (3 years)

WORK EXPERIENCE

Experience Designer Intern   **Sep 2022 - Dec 2022**
TechMe TV LLC   *New York, NY*
- Created interactive design for pre-K to sixth grade online courses by using interactive wireframes and usability testing. Enhanced child engagement through high interactivity, timely feedback, and fun gamification
- Created UI layout and used it as a team template, referencing learning theory and tailored for learners of all ages.
- Collaborated with subject specialists and game designers to improve our interactive design and iterate on the product

Curriculum Design | Instructor   **Jan 2020 - May 2021**
STEMInsight (An education startup incubated by Shanghai Advanced Research Institute)   *Shanghai, China*
- Designed 12 lesson syllabus and teaching materials on STEM-related topics.
- Gave a total of 39 STEM-related lessons within 17 Shanghai primary and middle schools
- Led five team numbers in designing a drone-related course for fourth-grade students and taught it for a semester

Design Thinking Teaching Assistant   **Jun 2020 - Jun 2021**
ShanghaiTech University   *Shanghai, China*
- Mentored a total of 120 students, assisting with design thinking course assignments and final projects
- Enhanced student engagement by implementing interactive learning tools.
- Evaluated and provided feedback on student projects

PROJECT EXPERIENCE

MeshEd Action Lab   **Feb 2022 - Jun 2022**
Learning Design
- Collaborated with four team members and MeshEd Company, devised an engaging action lab to introduce middle school students to potential careers in game design and computer science.
- Executed comprehensive research, including interviews and learning theories, leading to the creation of effective storyboards.
- Designed teaching materials for two sessions. The whole project resulted in a strong enrollment of two local school and an outstanding level of participation, as assessed by MeshEd.

Thesis Project | XDistraction   **Aug 2022 — May 2023**
UX Researcher/UI Design
- Conducted extensive user research to understand distraction causes and study/work habits, which included designing and distributing a survey with over 50 responses and conducting two in-depth interviews.
- Performed a comprehensive competitive analysis, identifying three critical gaps in existing solutions.
- Leveraged usability testing insights to refine functions and features, then developed an enhanced Hi-Fi prototype in Figma, earning substantial professorial approval for its visual design.

EDUCATION

New York University   New York, NY
Master of Arts: Learning Technology and Experience Design

- Overall GPA 3.88/4
- Relevant Coursework: Learning Science, Cognitive Science, Design Process for Learning, Games and Play in Education

ShanghaiTech University   Shanghai, China
Bachelor of Science: Life Science