About me

I'm a recent graduate of the master’s program on ****digital media design for learning**** at New York University. I'm interested in a variety of subjects, from ****foreign languages to educational technology****, especially in regards to ****user interface design**** and ****learning analytics****. In my free time, I like to learn about neuroscience and take art classes.  
  
Worked as a ****Learning Experience Designer**** with colleagues at the NYU RIDDLE Lab. Skills include graphic design, video production, UX/UI design, G Suite, Adobe Suite, and basic programming in: HMTL/CSS, Processing, Python, and R.

To reach me, please email rw1842@nyu.edu.

I'm a first-year student of the master’s program on **digital media design for learning(DMDL)** at New York University. I’m a person with a wide range of interests. I am very interested in three areas of science-related **STEM education, programming and user experience design**.

My skills include course design, Photo processing, UX/UI design, programming: HMTL/CSS, Javascript, Python, drawing. It is worth mentioning that the programming and illustrations on this website are all created by me independently.

To reach me, please email fx@nyu.edu.

我对科学相关的STEM教育，编程和用户体验设计三个方面非常感兴趣。

我的技能包括课程设计，photoshop，UX/UI design，编程： HMTL/CSS, Javascript， Python,绘画。值得一提的是，本网站的编程、插图均由本人独立创作。

科学类：

我毕业于上海科技大学生命学院，生物科学专业。本科学习阶段我曾在胡霁老师实验室和刘冀珑老师实验组内先后学习，主要方向为神经和代谢相关的研究。我结合自己的科学相关的背景参与了由上海市高研院举办的科学家进校园活动的主办工作。负责一系列STEM动手课程的课程设计。在NYU期间的编程课中尝试开发帮助孩子们走出舒适区，探索各个领域知识题目的app。

I graduated from ShanghaiTech University, majoring in Life Science. During my undergraduate studies, I studied in Hu lab’s and Liu lab’s experimental group, with a focus on neurological and metabolic related research. With my science-related background, I was involved in organizing the ‘Scientists on Campus’ event which hosted by the Shanghai Advanced Research Institute, responsible for the curriculum design of a series of hands-on STEM courses. I also experimented with developing apps to help kids step out of their comfort zone and explore topics in various fields of knowledge in ‘Introduction to Coding for Learning’ classes during my time at NYU.

教育类：

我曾在高研院合作的xx教育公司实习了两年，先后在上海市18所中小学内进行STEM类课程的设计和授课。总计开发16个课件，教授45节课。并领导小组负责东方小学为期一学期的无人机系列课程.

我目前就读于纽约大学的DMDL硕士项目，希望能让自己对教育有更深刻的理解。同时结合自己的科学背景，我致力于帮助孩子们更好的学习科学课程，用科学的视角对世界有不一样的认知和看法。

I had a two-year internship at GLOCAL Education , a partner company of the Shanghai Advanced Research Institute. I have designed and gave STEM classes within 18 primary and junior high schools in Shanghai. In total, I developed 16 curriculum and gave 45 lessons. I also led a team in charge of a semester-long drone series course at Eastern Primary School.

I am currently enrolled in the DMDL Master's program at New York University and hope to gain a deeper understanding of education. Combined with my science background, I am committed to helping children learn science lessons better and have a different perception and view of the world through a scientific lens.

Responsible for curriculum design and delivery of hands-on and research-based exploration courses in 17 primary and secondary schools.

设计类：

在本科学习中我第一次接触到“设计思维”的概念，并让我感受到“用户”在一个产品中的关键程度。我参与了上海海尔公司与上海科技大学联合开设的课程，innolab。通过公司实际案例，进行了一整个产品的设计与迭代。

在NYU研究生学习期间，用户设计与体验课程让我对UX有了更深刻的认识与理解，通过“帮助国际学生融入纽约的生活”的课题，我与我的小组共同给出了一整套基于app的解决方案，通过分析用户需求了解他们的核心诉求，并最终设计出DiveIn app。

In my undergraduate studies, I was first introduced to the concept of "design thinking" and realized that how critical the "user" is in a product. I participated in a joint course, innolab, which is hosted by Haier Shanghai and ShanghaiTech University. We are required to design and iterate on an entire product based on a real case.

During my graduate studies at NYU, the User Design and Experience course gave me a deeper understanding of UX. Through the project "Helping International Students adjust to New York City Life", I worked with my team to come up with a set of app-based solutions, analyzing users' needs to understand their core requirements, and finally designing the DiveIn app.

志愿者类：

我乐于参与扶贫公益项目。我曾定点资助中国红安贫困地区一名学生完成高中课程。大学时期，我作为团队组长开展社会实践项目，帮助四川雅安贫困地区农民售卖当地农副产品。我们成立公司，制作了app进行宣传，帮助其销售价值20000rmb的农副产品。

同时我热衷于参加志愿活动，曾在上海科技馆、上海自然博物馆担任志愿者。在上海市刘长胜故居担任志愿讲解员。

I enjoy participating in poverty alleviation charity projects. I have sponsored a student from an impoverished area in Hong'an, China to finish his high school studies. In college, I worked as a team leader on a social practice project to help farmers in the impoverished areasof Ya'an, Sichuan Province sell local agricultural and sideline products. We set up a company, created an app to promote it, and helped them sell 20,000rmb worth of agricultural and sideline products.

Meanwhile, I am keen to participate in volunteer activities and have worked as a volunteer at Shanghai Science and Technology Museum and Shanghai Nature Museum. I worked as a volunteer docent at the former residence of Liu Changsheng in Shanghai.

我是一名理科生，我希望能够讲科学的思维和更多的科学常识融入中小学的课程中。因此我参加了‘Scientists on Campus’ event。我参与了17所中小学的课堂，设计了航空航天、环保水坝、设计假体、药物研发、医药历史、肺活量计、研究性学习等主题的课程。在实际的授课过程中也收获颇多，不断改进自己的课程。希望在不断的实践和现在的学习中，能够让我的课堂更加丰富有趣。

With my science-related background, I was involved in organizing the ‘Scientists on Campus’ event, which was hosted by the Shanghai Advanced Research Institute, responsible for the curriculum design of a series of hands-on STEM courses.

XNOVICE

在coding课上，我们通过开发一款有趣的游戏帮助同学们了解不同领域的小知识---包括自己不喜欢的学科。通过完成这些简单但与生活相关的不同学科的小问题，积累更加广泛的常识。并通过游戏闯关的形式提升他们对自己不擅长的学科的兴趣，以达到帮助学生走出他们的学科舒适区的目的。

本项目使用HTML，CSS，JavaScript语言。能够做到基本的题库储存，调用，解锁地图。

DRONE:

我在实习期间，作为团队负责人教授了上海市东方小学为期一学期的无人机理论与操作的系列课程。该课程一共包含14次课程，全部由我们一支四人大学生团队设计。课程纲要如下。

* Model making process 3D printing technology, control technology basic sensor explanation.
* Review safety precautions, remote control, takeoff and landing methods, and practical exercises.
* Introductory flight, fixed-point and fixed-height flight practice
* Backward flight and flying around practice.
* Advanced flight function.
* Explanation of GPS, optical flow, obstacle avoidance and positioning principles
* Understanding DJI aerial camera components and APP function explanation
* Explanation of DJI aerial camera remote control and experience of takeoff and landing
* DJI aerial camera P, A, S gear operation mode and experience test flight
* DJI aerial camera calibration and maintenance before takeoff and test flight
* Teaching and practice of aerial photography techniques 1
* Teaching and practice of aerial photography techniques 2
* Group Projects
* Group Projects and presentation