Junxiao (Dante) Long

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EDUCATION

Georgia Institute of Technology **Expected 2026**
Master of Human-Computer Interaction *Atlanta, GA*
User Experience Design; User Experience Research; XR design & development; Health Informatics; Neuro-interaction

Tsinghua University **July. 2024**
Master of Architecture *Beijing, China*
GPA: 3.98/4.0; *Salutatorian*; Human-Environment Interaction; Post-Occupancy Evaluation; Neuro-architecture

Tsinghua University **July. 2023**
Bachelor of Architecture *Beijing, China*
GPA: 3.91/4.0; *Summa Cum Laude*; President's List; Outstanding Graduate of Beijing

SKILLS

- **Creative:** User Interface Design; Infographic Design; Human-Centered Design; Data Visualization; Figma; Miro; Adobe Suite; Tableau; Rhino; Unity; AutoCAD
- **Research:** Quantitative User Research; Qualitative User Research; Usability Test; Behavior Evaluation; SPSS
- **Programming:** Python(Advanced); C#(Intermediate); MATLAB(Intermediate); HTML/CSS/Javascript

EXPERIENCE

Architectural Design & Research Institute of Tsinghua University (THAD) **Feb. 2022 – June. 2023**
Intern Architect *Beijing, China*
- Delivered 5 design prototypes for the Municipal Government in one week for public display and users' participatory design, including 3D renderings and accessible design documentations created using AutoCAD and Adobe Suite
- Partnered with the research team to create data visualizations on Property Rights and Native-Resident-Occupancy Rates in Beijing's 247,570 ft² historic hutong areas, streamlining decision-making processes among researchers, designers, and clients

OPEN Architecture (www.openarch.com) **July. 2023 – Oct. 2023**
Intern Architect *Beijing, China*
- Led the integration of design materials to produce 3 presentation documents using Rhino, Microsoft Office, and AutoCAD, as well as 2 multimedia videos with Adobe Suite, earning direct commendation from the client

PROJECTS

TechGo **Aug. 2024 – Present**
Primary User Designer and Researcher *Department of Human-Computer Interaction, Georgia Tech*
- Conducted design research on 5 case studies and Georgia Tech's branding identity to independently create a visual language guide for the iOS UI system, leveraging Adobe Illustrator, Figma, and Python to ensure consistency across various interface designs
- Utilized Procreate, Adobe Illustrator, and Adobe Photoshop to create storyboards for 5 design concepts, gathering user feedback to inform design decisions
- Led the accessibility design for the application's Interactive Map and Profile functions, iterating on 15 wireframes based on feedback from 4 users, resulting in a 10% improvement in accessibility

Tech Support Kiosk, COX Enterprises **Aug. 2024 – Present**
Primary User Designer and Researcher *Department of Human-Computer Interaction, Georgia Tech*
- Utilized AutoCAD, Adobe Suite, and Figma to assess the ergonomics of the kiosk and developed a visual and touch interaction accessibility grid system for the desktop UI, rated as 'Accessibility-Friendly' by 84.6% of users in usability testing
- Led the team in iterating 23 user interfaces 3 times in Figma based on expert and user feedback, resulting in a 10% reduction in interface cognitive load

RESEARCH

Semantic-Awareness Replay System in Virtual Reality **Aug. 2024 – Present**
Primary UX Designer & Developer *IVI. Lab, Georgia Tech*
- Utilized eye-tracking and behavioral data from users in VR environments, applying Large Language Models for semantic summarization, to develop an efficient playback prototype for collaborative visualization in VR
- Led in visualizing eye-tracking data playback using C# and Unity, including rendering heatmaps with a 2-second dynamic time window, visualizing cognitive load through pupil size during gaze, and mapping saccadic paths using trajectory

Intelligent Programming and Post-Evaluation Technologies of Large Constructions **May. 2022 – 2024**
Junior Quantitative User Researcher Assisting PI. *National Key Lab, Tsinghua University*
- Utilized Adobe Illustrator to design a 3-tiered prompt user interface prototype for text input in Gen-AI tools for architects
- Conducted usability testing with 34 participants using eye tracking, EEG, EDA, and the PAD scale, and performed data analysis with MATLAB and Python, validating 90% usability of the prototype