Tian Xia

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Personal Website: https://eriandeath.github.io/blog/

SKILLS

JavaScript, Python, C, R, Git, HTML/CSS, Figma, Adobe Illustrator, Adobe Photoshop

SUMMARY

I'm a passionate frontend developer and designer with interdisciplinary backgrounds.

EDUCATION

M.Sc. in Human Computer Interaction	University College Dublin	Sep, 2023 - Aug, 2024

• *Achieved 2:1 degree*

B.E. in Aircraft Design and Engineering	Northwestern Polytechnical University	Sep, 2016 - Jul, 2020

WORK EXPERIENCE

User Experience Designer Intern	Myndgard	May, 2024 - Aug, 2024

• Collaborate with teammates to optimise the user experience of the Myndgard Pre-therapy app.
• Conducted literature reviews and research on data visualisation.
• Designed the team logo and produced physical representation using laser cutting and 3D printing.
• Designed and developed user-centred home, question and report pages using Figma, improving user experience through iterative prototyping and user feedback.
• Designed the layout and colour palette of the team portfolio.
• Click here to view personal portfolio.

Research Assistant	Northwestern Polytechnical University	Jul, 2020 - Feb, 2021

PERSONAL PROJECTS

TodoList Webapp *(Click on the title to view the project)*

Developed a responsive To-Do List web app for task management. JavaScript, CSS, HTML

• Implemented features like task persistence using Local Storage.
• Utilised DOM manipulation for dynamic UI updates.
• Designed using Flexbox for responsive layout, adapting to various screen sizes.
• Added Dark/Light mode toggle to enhance user experience.

Chrome T-rex Game *(Click on the title to view the project)*

Developed a mini-game mimicking Chrome's T-rex game using JavaScript. JavaScript, CSS, HTML

• Utilised DOM manipulation and Flexbox for layout and gameplay elements.
• Implemented CSS keyframe animations to move the background, simulating the character's forward movement.
• Simulated gravity for jump mechanics and wrote functions to control obstacle generation.