

< EDUCATION >

06/2017 Hanover, NH	Dartmouth College - Master of Computer Science with a focus on Digital Arts
06/2015 Hangzhou, China	Zhejiang University - Bachelor of Science in Psychology - Bachelor of Engineering in Industrial Design
09/2013 - 12/2013 Singapore	Singapore University of Technology & Design - Exchange Student in Engineering Systems & Design

< EXPERIENCE >

NetEase, Inc. 03-08/2015 Hangzhou, China	UX internship - Conducted usability tests and scream tests to collect feedbacks of mobile games under development - Tracked public feedback of a new released card game and conducted competitive analysis of it every week - Surveyed players complaint & expectation of a simulation game, by questionnaires and telephone interviews - Hired more than 200 participants to take part in the user test
Zhejiang University 2012-2015 Hangzhou, China	Member of Studio of Innovation and Design, International Design Institute - Selected as one of top 40 students from diverse backgrounds in Engineering, Art and Business - Attended lectures of design concepts and methods, participated design workshops under the guidance of professors and leading designers from China, Japan and Netherlands.

< SELECTED PROJECTS >

02-03/2016 Hanover, NH Final course project	Wearable app Implementation, Intersection - Generated ideas of a location-based smartwatch application for social networking use - Designed workflow of this application and realized corresponding UI design - Implemeneted the app in AndroidStudio, using methods related to activity classification and feature extraction
01-03/2016 Hanover, NH Final course project	User experience design and Interaction design, Mobile app design for Dartmouth coach service - Designed a new application for Dartmouth Coach service (one transportation service) via iterative, UCD process - Applied IDEO design methods in brainstorming process; created personas, storyboards and scenarios - Sketched alternative interface design and co-created lo-fi and hi-fi prototype for this application and implement
07-08/2014 Hangzhou, China	Analysis of the interaction methods in somatic games, Research Assistant - Conceived experiments and analyzed the interface and gesture/posture interaction of current kinect-based somatic games

< SKILLS >

Design & UX	<div>■ Sketch / Wireframe</div> <div>■ Prototyping</div> <div>■ Graphic Design</div>	<div>■ Affinity Diagram</div> <div>■ Persona & Scenarios</div>	<div>■ Contextual Inquiry</div> <div>■ Competitor Analysis</div>	<div>■ Survey/ Interviews</div> <div>■ IDEO design method</div>
Tool Proficiency	<div>■ Java / JavaScript</div> <div>■ HTML5 / CSS3</div>	<div>■ Python</div> <div>■ Android Studio</div>	<div>■ Sketch 3 / Fliconto</div> <div>■ Adobe Creative Suite</div> <div>■ Final Cut</div>	<div>■ P5* / Processing</div> <div>■ Marvel</div>

< AWARDS >

- Outstanding undergraduate graduation thesis (in Psychology and in Industrial Design), top 3%, 2015
- 3rd Winner in ST Aerospace Economy Class Seat Design Competition, 2014
- Red dot Award: The Green Tape, 2013