GABY
SHANGGUAN

linyingsg@gatech.edu

404-358-5377

https://www.linkedin.com/in/gabysg/

Portfolio: http://imgaby.me

PUBLICATIONS

IEEE conference (2016 ICIEA)
Journal Mathematical Problems in Engineering (2015)

SKILLS

UX Design, UX research

HTML/CSS/JS C# Python R d3

Unity3D| Brackets| Axure Qualtrics| Sketch| Figma Tableau| Adobe | Solidworks | 3dsMax | SpeedTree

WORK EXPERIENCE

UX ADVODATE | SEP. 2016 - 17 @UXOFFER, BAY AREA

Redesigned homepage of Wemart, who provides E-commerce websites/app for Macy's in China. Helped instructors with UX courses for hundreds of students learning UX.

SOFTWARE ENGINEER | JUNE. 2015 - 2016 @ HUATAI

Designed and coded a real-time UI controlling 3D model running in Unity 3D. Cooperated with China Railway Maintenance Co., Ltd.

EDUCATION

MS-HCI IC | MAY. 2019 @ GEORGIA TECH

GPA 4.0

COURSERA @ UMICH, UCSD, STANFORD, etc
AVERAGE SCORE 95

MS-ME | MAR. 2017 @ ZHEJIANG UNIVERSITY

GPA 3.72, RANKING 1/45

CURRENT PROJECTS

RA | UX DESIGN / RESEARCH LEAD @ GEORGIA TECH

Jan 2018 - Present

A mobile dashboard for collaboratively developing AR monuments and expansive artworks in public squares. I am leading a 9-people UX team.

GRA | ARBORETUM DESIGN @ GEORGIA TECH

Jan 2018 - Present

Assisting in creation of 3D architectural models and vegetation of GT Campus, creation of AR and VR applications in Unity3D and UX research and user testing.