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# GABY SHANGGUAN

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

PORTFOLIO: <http://imgaby.me>

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## INTERESTS

Research Methods for HCI  
Inform Visualization  
Tech Management Resources

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## SKILLS

UX Design, UX research

HTML/CSS/JS C# Python R d3

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

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## CURRENT PROJECTS

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### 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.

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## EDUCATION

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### 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

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## VOLUNTEER EXPERIENCE OR LEADERSHIP

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### PRESIDENT OF IMECHE CAU / SEP. 2012 - 2013

Organized competitions/ Managed budget/ Led teams to attend international events

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## PUBLICATIONS

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

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