

## SKILLS

### Design

Lo-Fi/Hi-Fi Prototyping,  
Personas, Wireframing,  
Journey map, Storyboard

### Research

Affinity Diagram,  
Competitive Analysis,  
Contextual inquiry,  
Focus Group, Interviews,  
Usability Testing,  
Heuristic Evaluation,  
Survey Design

### Programing

HTML/CSS/Javascript,  
C#, Python, R, d3

### Tools

Brackets, Axure, Qualtrics, Sketch,  
Figma, Tableau,  
Adobe products

## INTERESTS

Research Methods for HCI,  
Inform Visualization.

## AWARDS

HengLi Scholarship; Merit student  
in ZJU; First Prize in *SOFE* CAU;  
President Scholarship, National  
Scholarship, Beijing Merit Student,  
For two years;

## PUBLICATIONS

L. Shangguan, B. Hu, Y. Zhou, J.  
Gao, Q. Lang and Q. Wang,  
"Implementation of a simulation  
platform for BCM with xPC target,"  
*2016 IEEE ICIEA*, Hefei, 2016, pp.  
55-60.

Gao, D., Wang, Q., Lei, Y., Chen, Z.,  
& Shangguan, L. (2015). Online  
Real-Time Estimation of Response  
Time for Periodic Messages in  
Controller Area Networks. *Mathematical Problems in Engineering*,  
2015.

## EDUCATION

### Georgia institute of Technology Atlanta, GA

M.S. in Human Computer Interaction in Interactive Computing track

Aug 2017 - Present

### Zhejiang University Hangzhou

M.S. in Mechatronic Engineering

Mar 2017

GPA 3.72, ranking 1/45

### China Agricultural University Beijing

B.E. in Mechatronic Engineering at College of Engineering

Sep 2014

GPA 3.87, ranking 3/105

## PROJECTS

### Headphone purchasing service Improvement

UX designer, Aug 2017 - Present

- Helps people to choose headphones in physical stores
- Our team designed a kiosk which can give recommendations based on customers' preferences and show them where to try out the headphone
- Besides my research with contextual inquiry, survey and usability test, I also was mainly responsible for the Lo-Fi and Hi-Fi prototype, as well as the interactive one

### SecondBuy

UX designer, Aug 2017 - Present

- Helps GeorgiaTech become more eco-friendly by riding bikes
- Our team designed a physical bike pool and a near-complete buy & sell used bike process
- I started with contextual inquiry and interview in a local used bike selling spot; Based on findings, I made affinity mapping about users' pain points; Later I helped the interaction prototype and designed usability evaluation of our prototype

### SpeedDating Visualization

Designer & Developer, Aug 2017 - Present

- To find out what kind of person is the most attractive and what attributes fe/male look for
- I Came up with a circular parallel coordinates diagram in a heart shape and made a website to introduce our project

## WORK EXPERIENCE

### Remote UI/UX Designer, User Researcher UXOFFER, Bay Area

Sep 2016 – 2017

- Redesigned homepage of Wemart, providing themes for e-commercial websites

### Software Engineer HuaTai Co., LTD, Hangzhou

Dec 2014 - Jun 2016

- Developed a prototype for China Railway Large Maintenance Machinery Group Co., Ltd
- Allocated work to each developer and combined code using Tortoise Git merge

## LEADERSHIP

### President of IMechE CAU Student chapter Beijing

Sep 2012 – 2013

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

## RESEARCH

### Research Volunteer: Wechat study CAT lab of GeorgiaTech

Sep 2017 - Present

- Transcribed and Analyzed Wechat business interview data
- Coding transcripts, extract key points

### Research Assistant: Instability in winch

Dec 2015 - Jan 2017

- Analyzed system stability in a synchronous motor situation by classic control theory
- Simulated in Amesim & Matlab with self-built modules about hydraulic parts of a winch
- Put forward parameter identification method to deal with immeasurable parameters

### Research Assistant: Real-time Hardware-in-the-Loop Simulation of Ballast Cleaning Machines (BCM)

Dec 2014 - Jun 2015

- Built a UI interface in .NET C# Winform, a 3D machine model in Solidworks, Unity3D
- Enabled parameter modification, curve display & data storage in XML
- Increased data transmitted per timeframe by applying multi-threads with TCP & UDP