Johnny Gong
User Experience Designer

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Work Experience

Visual Designer I EICO Design

Sep. 2016 - Mar. 2017, Beijing China

— Identified the user interaction patterns and the visual system for Kejian VR interactive video in the release of the first version.
— Collaboratively redefined the visual style (163 pages) and the visual design guideline for Qizhi gateway (top 1 gateway product in China).
— Participated the branding and the UI design for TTpai, Mobike and Eico.

UX/UI Design Intern I GoldMoreFund Internet Financial Services Inc.

Jul. 2015 - Apr. 2016, Shenzhen China

— Independently presented the UI design of advertising page, login page and empty states for the first version of the web/mobile financial product.
— Established the icon library and the UI design guideline.
— Facilitated the design of the user flow and presented the hi-fi prototype of the payment process by coordinating with the product lead.

Projects

Product Designer I Sketchicon, CHI 2019

Oct. 2018 - Jan. 2019, Bloomington USA

— Designed a miniature interactive projection device to facilitate visual communication in the face of a language barrier.
— Planned and led 3 semi-structured interviews and role-playing scenarios to investigate the patterns of crosslinguistic communication.

Product Designer I HelpNora, 2019 IxDA Pitch Competition

Sep. 2018 - Dec. 2019, Bloomington USA

— Created an interactive story for children to learn and destigmatize food insecurity.
— Collaboratively carried out research (open-ended interview & observation), prototyping, interaction design, and iteration, and independently delivered the visual design and illustrations of the interactive story.

Researcher I Data Visualization: Line Defect Detection on 2D Materials, IEEE NEMS 2015 Conference

Jan. 2014 - Apr. 2015, Shenzhen China

— Presented a novel 3D-visualization approach to detect nano-material line defect via FEM analysis;
— Proposed a data-processing method utilizing the interpolation method and material symmetry which saved 75% time of the data analysis;
— Published and presented the paper (first author) in IEEE NEMS 2015 Conference.

Education

M.S. in Human Computer Interaction Design
Indiana University
Aug, 2018 - present
Bloomington, IN, USA

B.E. in Microelectronics and Engineering
Southern University of Science and Technology
Aug, 2012 - Jul, 2016,
Shenzhen, China

Skills

User Interview
User Journey Map
Contextual Inquiry
Diary Study
Participatory Design
Persona
Storyboarding
Prototyping
Wireframing
Usability Testing
UI Design
Branding

Tools

Sketch
Adobe Photoshop
Adobe Illustrator
InVision
After Effects
iMovie, Principle
Adobe Indesign

Programming

C++, Matlab, HTML, CSS