Linxi WANG

Master student @ HCID (Human Computer Interaction Design)

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About me

I am interested in HCID related work. UX/UI designer, Usability engineer, Interactive systems engineer, front-end developer...

For the year of 2018 I can start work from May(or Monday, 30 April, 2018) to late August.

I am a master student majoring in HCID, and interested in finding problems and solving them, which also reflects on the projects I did in the past year. As a designer and a developer, now I am working on designing more natural and efficient interactions between human and machine. I have done projects about travelling, kids game, data visualisation, efficient tools and groupware tools. I am enthusiastic, fast-learning, and curious, also playing an important role in team work.

Education

Master of Computer Science	2018 - 2019
KTH, Royal Institute of Technology	
Human Computer Interaction Design(HCID)	
Master of Computer Science	2017 - 2018
Université Paris-Sud	
Human Computer Interaction Design (HCID)	
Master of Computer Science	2017 - 2019
EIT Digital Master School	
HCID, innovation & entrepreneurship	
Bachelor of Engineering	2013 - 2017
Jilin University	
Electronic Information Engineering	

Work experience

Develop Engineer (Intern)　　　　　　　2016 - 2017

Migu Digital Media of China Mobile Communications Corporation

- Learned Java programming, HTML5 and other knowledge
- Completed the interface design and programming work of Migu reading App's capture packet analysis software
- Involved in the development of Web APP, and programmed parts of html, css, JavaScript code according to the design chart of user experience designers
- User Experience design

Hardware Develop Engineer (Intern)　　　2015 - 2016

Ningbo Topit Intelligent Technology Co. Ltd.

- Grasped the Altium Designer software to draw PCB circuit board, and hardware circuit diagram
- Prepared corresponding programs of various module functions of automatic acquiring-bill machine on the Keil software

Design & Coding Skills

UI/UX Design

From research, interview and gathering ideas to design, prototyping, evaluation, then finally test out the product with users, iterating.

Photoshop

Poster, Logo design

Axure

Rapid Prototyping

Sketch

Rapid Prototyping

3D modeling/ Unity

AR/VR

HTML5/CSS3/JavaScript

Web developing

P5.js/Processing

Web Sketching

R

Data Analyse

Java

Small tools developing

Language

English, Chinese