Hongxi Du

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About Me

Hi! My name is Hongxi Du, I'm seeking an HCI thesis internship, especially in health informatics, inclusive design, or game design. This video is a brief pitch to introduce myself:

https://aalto.cloud.panopto.eu/Panopto/Pages/Viewer.aspx?id=24f0ef7e-ee18-4d38-84ed-b0820114ed58&start=0

Education

Aalto University (EIT Double Degree Master)   **Aug. 2023 – Present**

M.S. Year 2 in Human Computer Interaction and Design, Department of Computer Science   *Espoo, Finland*
- GPA: Expected 3.7/4.0 (Core Courses: Device-Agnostic Design, Computational Design and Interaction)

Université Paris-Saclay (EIT Double Degree Master)   **Sept. 2022 - Jun. 2023**

M.S. Year 1 in Human Computer Interaction and Design, Department of Computer Science   *Paris, France*
- GPA: 3.5/4.0 (Core Courses: Situated Interaction (17/20), Design Project (17.2/20))

The University of York   **Sept. 2019 - Jun. 2022**

B.S. in Interactive Media, Department of ACT, Supervised by Dr. Jenna Ng   *York, United Kingdom*
- GPA: 3.7/4.0 (**Upper 2nd Honour**) (Core Courses: Experimental Evaluation, User Experience Design)
- Bachelor Thesis: Game Design: Enhancing player-NPC interaction in 3D environment through a dialogue system

Project Experience

Summer School e-Health: Personalised Prevention   **26 June. 2023 – 07 July. 2023**

Team Member and UX Designer, Tallinn University of Technology   *Tallinn, Estonia*
- Proposed a solution to encourage people with depression to regularly use a mental health app and enter their health data.
- Designed a Figma prototype for the mental health tracking application called Paper Planes.
- Wrote a detailed business plan (20 pages), including the business model, market analysis and financial plan etc.

PillPal: A Smart Pillbox for Improving Medication Adherence   **Mar. 2023 – Apr. 2023**

Team Leader and Product Designer, Université Paris-Saclay   *Paris, France*
- Proposed a solution to medication non-adherence for elderly people.
- Designed and Developed a prototype for PillPal by using IoT technology and web development.
- Wrote an academic report for designing and evaluating PillPal.

SignABC: A fingerspelling learning website for hearing impaired children   **Jan. 2023 – Feb.2023**

Team Leader and UX Designer, Université Paris-Saclay   *Paris, France*
- Designed a Figma prototype of a machine-learning based website to help hearing impaired children learn fingerspelling.
- Proposed an experimental method to to evaluate the effectiveness of SignABC website.
- Wrote an academic report for designing and evaluating SignABC.

ARISE: An improvisation music game for therapists and autism children   **Nov. 2022 – Jan. 2023**

Team Member and Product Designer, Université Paris-Saclay   *Paris, France*
- Designed the game mechanics and gameplay of ARISE, a music therapy card game based on AR technology.
- Produced a thorough academic report including a literature review, design process and experimental design.

Working Experience

Social Media Content Creator   **Nov. 2020 – Feb. 2021**

ChangjingluUK Co.Ltd   *York, United Kingdom*
- Created sufficient contents of high quality for ChangjingluUK WeChat Official Account Platform.
- Gained over 30000 amounts of views.

Marketing Intern   **Jun. 2020 – Oct. 2021**

Xingcanyinlu International Education Technology Co., LTD   *York, United Kingdom*
- Helped companies build offline communities and developed marketing plans to achieve user growth.

Professional Skills

- **Languages**: Native in Chinese Mandarin, proficient in English (IELTS: 7.0) and fluent in Cantonese
- **Programming**: C#, HTML, CSS, JavaScript, Dart, Processing
- **Software:** Unity, Blender (3D Modelling), Figma, SPSS, Adobe Photoshop, Adobe Premiere