QIAOCHU MU

Seeking an Internship in Summer 2017 as a UX Engineer / UX Designer

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PROFESSIONAL EXPERIENCE

UX/UI & Front-End Intern

IBM Research-China   Beijing, China | 6~8 / 2016

- Redesigned Blockchain as a Service (BaaS), an online developer-oriented platform for blockchain, a disruptive technology applied to reshape financing architecture. As the first cloud-based blockchain service in China, BaaS hosted 20,000+ blockchains in total.
- Designed a cloud-based deep-learning optimization service web application.
- Developed the front-end web code and integrated with the back-end system for these two web applications.

PROJECT EXPERIENCE

UX Design & Web Development

"CULC Pal" - Human-Computer Interaction Course Project   Atlanta | 8~12 / 2016

- Designed a kiosk application for students in GaTech to enhance their study space finding experience.
- Conducted contextual user research, ideation, workflow design, and iterative prototyping process with two partners.
- Implemented the kiosk application with a strong use of animation using HTML5, CSS3, and JavaScript.

UX/UI Design & Web Development

"Consensus" - GDM Web Application   Pittsburgh, PA | 6~8 / 2015

- Conceived a web application as a group-decision-making tool to summarize complex evaluation from group users. Poster presented by Carnegie Mellon University HCI Institute summer poster section.
- Designed, prototyped, and developed the product with a partner. Implemented the main function independently by Meteor.js in one week.

Product Manager & UI Design

"BeatKcal" - Fitness iOS App - Best Design Award   Beijing, China | 5-6 / 2015

- Conceived a iOS App that uses an intelligent electronic scale along with AppleWatch to monitor a precise nutrition and exercise log.
- Designed the workflow, wireframes and high-fidelity mockups. Won Best User Interface Design Prize in iHandy App Design Competition in Tsinghua University.

Web Development

"True Sight" - AT&T Best App from All Women Team Award   Atlanta | 11 / 2016

- Developed an online community where designers upload educational models and vision-impaired students could then download, 3D-print and learn these models using speech I/O and IoT.
- Won All Women Team Award (1/16) in the 28-hour AT&T Mobile App Hackathon.

EDUCATION

M.S. Human-Computer Interaction

Georgia Institute of Technology

Aug 2016 - May 2018 Expected
Atlanta, GA

Selected Courses: Prototyping Interactive System, Information Visualization, Research Method in HCI, Intro to HealthCare Informatics, Service Design, Video Game Design

M.E. Bio-Informatics

Tsinghua University

Aug 2013 - July 2016
Beijing, China

B.E. Automation(EECS)

Tsinghua University

Sep 2009 - July 2013
Beijing, China

SKILLS

Methods

Persona, Storyboard, Wireframing, Information Architecture,
User Interface Design, Prototyping

Interview, Contextual Inquiry,
Focus Group, Task Analysis,
Heuristic Evaluation, Usability Testing
Information Visualization

Development

HTML, CSS, JavaScript, Node.js,
d3.js, React, Meteor.js, Unity,
Python, Java, C/C++, Perl,
R, MATLAB, SPSS

Tools

Sketch, Adobe Photoshop, Adobe Illustrator,
Balsamiq, Axure RP, Framer JS,
Hype 3, Sony Vegas, Unity