QIAOCHU MU

Seeking Full-time UX Position | www.qiaochumu.com

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PROFESSIONAL EXPERIENCE

UX Intern

Nielsen Norman Group   Beijing, China | 5~8 / 2017

- Conducted 30+ usability testing on 50+ e-commerce websites around the world to gain insights of user behaviour for general online purchase and b2b purchase as well.
- Compared Chinese e-commerce websites with global e-commerce websites and investigate user habit of international customers.
- Co-authored two UX articles about b2b website design and international user's behavior.

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.

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 - Dec 2018 Expected
Atlanta, GA
Selected Courses: Information Visualization, Research Method in HCI, Intro to HealthCare Informatics, Service Design, Video Game Design, Mobile Application System Design, Interface Prototyping

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, Adobe Premiere Pro
Principle, Balsamiq, Axure RP, Framer JS,
Hype 3, Sony Vegas, Unity