# Xi Chen

# **Seeking for UX Design Internship**

# Education

M.S. in Human-Computer Interaction Georgia Institute of Technology

09/2018 - 12/2019 (expected)

B.S. in Computer Science Peking University

09/2013 - 07/2017

# Experience

# **Interaction Design Intern, Tencent**

05/2018 - 08/2018 | Beijing, China

- Initiated and designed the functionality guides to provide personalized UI based on users' personas and context of use.
- Led design of not disturbing mode and minimalist mode from ideation to implementation.

# **UX Designer, Georgia Tech**

09/2017 - 05/2018 | Atlanta, GA

- Redesigned the behavior decision-making process to enhance navigational experience for people with different abilities.
- Conducted field study and analyzed the qualitative and quantitative data.
- Led the development with Objective C which released to App Store in May 2018.

### **UX Research Assistant, Georgia Tech**

11/2017 - 05/2018 | Atlanta, GA

- Designed a thumb-mounted ring prototype embeding sensors and implemented the ML algorithm to detect the touch of T9 gestures.
- Conducted user study to evaluate the accuracy of the whole system.

# **UX Research Intern, Microsoft Research Asia**

06/2017 - 09/2017 | Beijing, China

- Conducted user evaluation of our tool which aims to improve the ease of creating data-driven infographics.
- Implemented multiple-series bar charts with TypeScript.
- Final product(a.k.a. InfoNice) available on Microsoft Office Store.
- Related paper has been accepted by CHI 2018. See paper

## **Research Assistant, Peking University**

09/2016 - 07/2017 | Beijing, China

- Led design of an interactive and collaborative visualization system to detect frequent and unusual patterns of traffic sensor data.
- Researched and implemented similarity view using D3/JavaScript.
- Developed MaxEnt model for sentiment analysis and xgBoost to predict Personas.

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# Award

Award of Excellence

Microsoft Research Asia | 2017

**Multi-Challenge Award** 

IEEE VIS VAST Challenge | 2017

# **Expertise**

Contexual Design
Universal Design
UX Research
Machine Learning
Ubiquitous Computing
Information Visualization

# Skills

#### **Tools**

Adobe Creative Suite Sketch Principle Balsamiq Invision

#### **UX Method**

Personas Journey Map Information Architecture Wireframe Rapid Prototyping

#### **User Research**

Competitive Analysis A/ B Testing Contextual Inquiry Qualitative Coding

## **Programming**

Swift/Objective C
JavaScript/TypeScript
HTML/CSS/D3/ jQuery
C/C++
Python
Java
Arduino