

Xinxin He

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Frontend Software Engineer

Technically proficient engineering professional with solid history of effective UX/UI engineering and frontend development.

AREAS OF EXPERTISE

- Technical competency and proficiency in multiple disciplines, including system analysis, UI/UX design, and software development.
- Hands-on experience in developing reusable and extensible software modules and libraries.
- Expertise in designing and implementing business process websites and apps in the areas of Accounts Payable, Healthcare, Logistics, and Telecom Installation.
- Adept team leader and business process trainer with a proven track record of delivering projects and training presentations.
- Superb interpersonal and communication strengths leveraged to understand clients' requests quickly and accurately.

TECHNICAL PROFICIENCIES

Programming HTML/CSS/JavaScript, LESS/Sass, Bootstrap, AngularJS, JQuery, Java, eclipse,

Skills: Firebase, PHP, XML, C#.NET, Unity3D, C/C++, SQL, R

HCI Methods: Competitive Analysis, Heuristic Evaluation, Usability Testing, Rapid Sketching, Storyboarding, Prototyping

Tools: Photoshop, Illustrator, Axure, Sketch, NPM/Bower, Grunt and Gulp, Yeoman, Git

Professional Experience

Telamon Corporation, Carmel, Indiana

System Analyst (6/2015 – Present)

Design and coordinate business process systems at every stage of the SDLC. Collaborate with a cross-functional team to author process flows/diagrams. Develop and deliver customized reports and dashboards. Maintain documentation on processes, policies, application configurations and help-related materials. Utilize excellent analytical skills to deal with risk definition and quality controls. Create hi-fidelity front-end mockups to present the document indexing and business process flow for clients and .NET development team using HTML/CSS/JS, Bootstrap, AngularJS and Firebase. Overhaul systems to ensure clients' requirements are met accurately and with a 5% faster delivery time.

Key Achievement:

- Designed and managed the implementation of the EFIT Installation Web Tool that gives engineers the ability to create, track and review specifications for Telecom installation. Utilized .NET framework interoperable with Oracle to streamline the process for installation order, inventory, site survey, specification, installation, and virtual audit.

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- Interfaced with clients to design and implement a customized business process website for Accounts Payable, Healthcare, and Logistics. Guided clients through invoice indexing, GL coding, exception handling, approving posting, and exporting to a standard EDI.

ITEC Internship/Indiana University-Purdue University Indianapolis, Indianapolis, Indiana

UX Programmer (6/2014 - 8/2014)

Translated workflows and user needs to UX processes and UI design. Created mockups from wireframe stage to final production. Created page templates, CSS style sheets, presentation layer code, content and style guides. Meticulously documented all code and applications.

Key Achievements:

- Invented, prototyped and implemented a web tool that allows users to design patterns using only a keyboard.
- Assisted art professors and students by diagnosing their needs and conducting appropriate usability testing.
- Exceeded user expectations, earning 100% positive feedback.

Neusoft Corporation, Beijing, China

UI Design Intern (11/2012 – 1/2013)

Designed and developed new user-facing features for applications, including UI modules and illustrations for plan and pricing pages, user profile pages. Ensured the technical feasibility of UI/UX designs.

Key Achievements:

- Collaborated with a cross-functional team to design standards and styles for the China Unicom tablet app.

Education and Training

Indiana University-Purdue University, Indianapolis, Indiana
Master of Science in Human-Computer Interaction
(GPA: 3.66)

Beihang University, Beijing, China
Bachelor of Science in Software Engineering
(GPA: 3.80)

University Union of Beijing, Beijing, China
Secondary Degree in Art Design

Herron School of Art and Design, Indianapolis, Indiana
Certificate in Comic Illustration