Xinxin He

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Technically proficient engineering professional with solid history of effective UX/UI design and web development

Programming HTML/CSS, Bootstrap, JavaScript, ES6, Angular, RESTful API, NodeJS, JQuery, Python Flask, Java,

Skills: JSON, XML, C#.NET, C/C++, SQL, R

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

Tools: Photoshop, Illustrator, Azure, Sketch, Linux Command Line, NPM, 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. Maintain documentation on requirements, system architecture, processes, configurations and help-related materials. Create hi-fidelity front-end web apps to present the document indexing and business process flow for clients and development team. Overhaul systems to ensure clients' requirements are met accurately and on time.

Key Achievement:

- Interfacing with clients to design and implement business process web apps using Bootstrap, Angular 4, Python Flask, MongoDB, etc. in the area of Accounts Payable, Healthcare, and Logistics.
- Guiding clients through general business processing flow such as dashboard, indexing, GL coding, exception handling, approving, and report exporting.

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

UX Programmer (6/2014 - 8/2014)

Translated workflows and user needs to UX wireframes and UI designs. Created mockups from wireframe stage to final production. Created page templates, CSS style sheets, JavaScript functions, and testing cases.

Key Achievement:

- Invented, prototyped and implemented a web tool that allows users to design patterns using only a keyboard.
- Interviewed 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)

Key Achievement:

Designed user-facing UI modules and illustrations for web and tablet applications. Ensured the technical feasibility.

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)

Secondary Degree in Art Design (GPA 3.90)