

Seeking UX Engineer Internship for Summer 2018

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Education

Georgia Institute of Technology

Master of Science in Human Computer Interaction, Expected in 2019

Aug. 2017 - PRESENT

• Courses: Ubiquitous Computing, Visualizing Interaction, Design of Interactive Environments, HCI Foundations, Research Methods for HCI

Beijing University of Posts and Telecommunications

Bachelor of Engineering in Automation

Sept. 2013 - Jul. 2017

- Overall GPA: 86 / 100 Major GPA: 88 / 100 Ranking Top 10%
- Honors: Merit Student for 2015-2016, The First Prize Scholarship for 2015-2016

Selected Projects _____

FittingEasy (Universal Design)

Aug. 2017 - Dec. 2017

Georgia Institute of Technology

Atlanta, United States

- Conducted research to identify problems that wheelchair users suffer when shopping clothes in physical stores
- Designed a solution to improve user's fitting room experience
- Built a prototype which enables users to reserve fitting room and check its fittingness through our system indication
- Conducted expert evaluation and usability testing to evaluate the prototype
- Sketch, InVison, Interview, Survey, Literature Review, Brainstorming, Expert Evaluation, Usability Testing

BackHand Keyboard (Wearable Interaction Technology)

Jul. 2016 - Jul. 2017

Beijing, China

Institute of HCI and Media Integration, Tsinghua University

- Conducted research and experiments on human behavioral patterns for touch-input on the back of hand
- Designed an interactive system detecting touch-input on the back of hand
- Designed a text-entry prototype for smartwatches based on Android Wear and Arduino
- Conducted a detailed evaluation on the effectiveness of the prototype
- Android, MATLAB, C#, Literature Review, Usability Testing

Chinese Traditional Village Digital Museum (Website Redesign)

Sept. 2016 - Dec. 2016

Institute of Interactive Media Design, Tsinghua University

Beijing, China

- Conducted comprehensive research on different typical aspects of traditional Chinese villages
- · Identified and categorized relevant contents that best serve the needs of various website viewers
- Redesigned the village production page of Chinese Traditional Village Digital Museum
- Sketch, Axure, Literature Review, Brainstorming

WeHome (Smart Home System)

May. 2015 - May. 2016

Beijing, China

- National Undergraduate Training Programs for Innovation and Entrepreneurship
- Reformed sockets with ZigBee to control household electric appliances and monitor home environment
- Developed WeHome, a smart home interactive system based on WeChat
- Conducted experiments to test the effectiveness of WeHome
- ZigBee, WeChat, Literature Review, Usability Testing

Skills

Programming Design Language

JavaScript, HTML/CSS, Android, Python, JAVA, C++, Processing Sketch, InVision, Axure, Illustrator, Photoshop, After Effects, Premiere Chinese(Native)