Xuedan Zou

rainman511@outlook.com | https://github.com/actbee | (+86) 181-9001-3884
Lushan Road(S), Yuelu District, Changsha, China

Education

B.E. Hunan University **Sep 2016 - June 2020 (expected)**
GPA: 3.54/4.0
Industrial Design Major, School of Design
Media and Digital Technology Minor, College of Computer Science and Electronic Engineering
●**Main Related Courses:** User Centered Design, Design Thinking, Design Research, Design Expression, Advanced Programming, Discrete Mathematics, Data Structure, Algorithm Analysis and Design, Operation System, Introduction to Artificial Intelligence, Digital Image Processing, Computer Graphics

Skills

Proficient in C++, C, Python, Processing, Arduino, P5.js and OpenCV
Familiar with Adobe Photoshop, Adobe Illustrator, Adobe Premiere Pro, Rhino and Keyshot
Good teamwork ability, design research ability(Persona, Usability Test, Interview, Card Sorting, Storyboard, Experimental Research) and human-centered design ability(Interaction Design, Sketches, Wireframes, User Flow, User Journey, Information Architecture)
Native speaker of Chinese, proficient in English(TOEFL 87(93),GRE 318), basic knowledge of Japanese

Project Experience

Worm---a game **Spring 2019**
●Developed an interactive game for web based on P5.js with the idea of creative coding
●Tested the game on an art exhibition of the university based on design research methods and then improved the user experience

Robot Design (Workshop with the professor from Georgia Institute of Technology) **May 2019**
●Developed an easy platform to control the robot based on Processing
●Built a prototype of robot based on Arduino
●Designed the outlook of robot based on design thinking and hand sketches

Art Style Recognition **Summer 2019**
●Collected different art pictures from websites by Python and then labeled them
●Trained a CNN and a VGG network to tell the art styles of different artworks
●Learned the basic theory of deep learning and the basic use of PaddlePaddle(a deep learning framework developed by Baidu)

Photo Software **Autumn 2019**
●Read some related papers, especially the paper ‘A Mixed-Initiative Interface for Animating Static Picture UIST2019’
●Developed a software to detect the objects and remove them from the background interactively and automatically, based on OpenCV and C++, with the main algorithms K-means, Grabcut and Patchmatch