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# **EDUCATION**

Present 2016

# **Human-Computer Interaction Design**

Kungliga Tekniska Högskolan (M.Sc) Aalto University (M.Sc) GPA 4.0/5.0

Collaborative Drawing - User Research
Smooth Pursuit - Eye Tracking Calibration
Helsinki Traffic Card - Usability Evaluation
ChairUp - IoT Prototype
Aalto Dean-incentive **Scholarship** 

20162012

# **Electronic Information Engineering**

Communication University of China (B.Eng)

Downdate Beijing - AR interaction prototype
Outstanding student **Association Leader** (2% of campus)

### **WORK EXPERIENCE**

2018 Sept July

## **UI/UX Design Intern**

Callstats.io Helsinki, Finland

Designed data-intensive dashboard for WebRTC services, worked across product, analytics teams

Present 2018 Feb

#### **Master Thesis Worker**

<u>Tobii Dynavox</u> Stockholm, Sweden

Prototyped a gaze-typing keyboard featured on shape-writing in C#/.NET/WPF, quantitatively user studied typing behaviors

2017 Aug May

#### Research Assistant

<u>User Interfaces Research Group</u> Espoo, Finland

Developed teaching tutorials on human perception, cognition and motor theories in Jupyter Notebook

2016 June Apr

#### User Research Intern

Zhishi Yinxiang Co., Ltd Beijing, China

Statistically analyzed user flow of K-12 education mobile apps

I am a graduate-to-be with prototype experience in eye tracking, AR/VR, electronics, and mobile/web for human-computer interaction applications. I'd get my hands dirty to learn by doing.

## SKILLS

### **Programming**









.NET/WPF/MVVM, XAML, ReactJS, Tobii eye tracker, MS Oculus, Kinect, PixelSense, Raspberry Pi, Arduino

### **Design Tools**









Figma, Zeplin, Photoshop, Premiere, Rhino, AutoCAD

## Language

Chinese (native)
English (fluent)
Swedish (basic)
Finnish (basic)

## EXTRA CURRICULAR

HackZurich | 2018.09

Recognized faces by LinkedIn profiles

#### ACM TEI Conference | 2018.03

Exhibited design installation EventMap

#### MediaYouth Magazine | 2012-2015

Worked from journalist to chief-editor