# Buyan (Sophie) Li

Address: U714/555 Swanston Street, Carlton VIC 3053

Phone: +61415724988

Email: [buyanli95@gmail.com](mailto:buyanli95@gmail.com)

LinkedIn: <https://www.linkedin.com/in/buyan-sophie-li-857322161/>

Website: <http://buyan.li/>

## Career Objective

Result-driven individual looking to become involved in UI/UX design, front-end development and user-centred design of products, to conduct and participate in user research, test planning, actual design and development of the project.

## Education

Master of Information Technology / University of Melbourne

July 2017 - July 2019, Parkville VIC Australia

Bachelor of Science / Hunan Normal University

September 2013 - June 2017, Changsha, China

## Degree Related Projects

**SortingShop** / UI/UX Designer

University of Melbourne| July 2018 - December 2018

* Designed social computing application interfaces
* Aimed at helping the traditional brainstorming and diagramming processes to be more effective
* Allowed remote meeting work and provided an unbiased diagramming system
* Applied iOS interface design guidelines

**Giant Island** / Researcher

Interaction Design Lab (Unimelb)| July 2018 - December 2018

* Designed, developed and evaluated a reading experience in virtual reality
* Created an immersive virtual environment
* Featured the panoramic visual environment with sound and haptic feedbacks
* Built on the PC platform and successfully implemented on Oculus Rift

**Usability Evaluation on SparkPeople** / UX Research

University of Melbourne| Feb 2018 - June 2018

* Conducted user-based usability evaluation using the eye-tracking technique
* Created user personas and test plans
* Facilitated user interviews and determined some usability flaws on SparkPeople.com

**Re-design Percy Grainger Museum** / Scrum Master

University of Melbourne| Feb 2018 - June 2018

* Conducted fieldwork investigations at the Grainger Museum Observed visitors and staffs and created user personas
* Designed a web-based tour guidance application for the museum, which not only allows onsite visitors to interact with exhibitions but also allows remote interaction with the museum
* Brought new interactions methods to the Grainger Museum

## Awards and Achievements

The University Scholarship of Hunan Normal University (2014-2015)

The scholarship is based on the evaluation of GPA and awards that students obtained from 2014 to 2015. Top 10% of students in the school will be eligible for the University Scholarship.

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| Technical Skills | | |
| User Research | UI/UX Design | Fast Prototyping |
| Agile Methodologies | Usability Testing | Front-End Development |

## Languages

|  |  |
| --- | --- |
| English (PTE 90) | Mandarin (Native) |

## Soft Skills

**Curiosity and empathy**: Following design trends and emerging technology on Youtube channels and medium magazines.

**Communication**: Always encourage the group to exchange and convey ideas.

**Collaboration**: Incorporate ideas from developers, clients, and team members.

**Build a Network**: Attend weekly meetups and learn from senior experts.

## Volunteer Work

Hunan Normal University / Teaching Associate

Dec 2016 - June 2017

Assisted international students with their first-year study Assisted the lecturer and provided feedbacks for students.

**Referees**

Available upon request.