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Chenxi Bi

Education

MSc Human Computer Interaction and Design

Aalto University & Paris-Saclay University (Joint Degree)
2022-present, Espoo, Finland & Orsay, France

BA Digital Media

University of Leeds
2018-2022, Leeds, UK

Experience

Design Management Intern

Surface Engineering Department, PetroChina Liaohe Oilfield Company

- Supported the digital transformation of the company's management of capital construction projects from offline to online oriented;
- Interviewed stakeholders, assisted in designing the platform and produced a product requirements document (PRD) for future tendering.

May 2023-Jul 2023, Panjin, China

Co-founder and Product Designer

Seeker (Startup Project)

- Conducted user research, designed the concept of the product, and prototyped the user interfaces of the application with Figma;
- Supported the team to win first place in an incubator competition.

Sep 2021-Jun 2022, Remote

Projects

Giraffe Kingdom - AR Visual Novel for Promoting Climate Action

- Led the design process - actively communicated with the developer to determine achievable functions, produced game design documents, iterated the design based on feedback.
- Project Link: https://chenxibi.github.io/work_1.html

ARISE - Serious AR Music Game for Supporting Autistic Children

- User research, conducted an interview with an autistic adult to gain insights; UX design, designed the gameplay and social mechanisms.
- Project Link: https://chenxibi.github.io/work_2.html

Skills

Technical skills

- HTML, CSS, JavaScript
- UI & UX Design

Computer software

- Adobe Suite
- MS Suite
- Figma & Axure

Language

- English (Advanced)
- Chinese (Native)