CHONG LI

UX and Architecture **Designer** | Digital Fabrication **Maker**

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I am a first-year Masters student majoring in human-computer interaction at School of Information. With previous background in architecture, I have conducted various multidisciplinary design projects. Fluent in both 2D interface design and 3D spatial design, I really want to further my skills in the multidisciplinary program.

EDUCATION

University of Michigan, Ann Arbor
• M.S. in Information, Specialising in HCI   04/2018

Tongji University, Shanghai
• Bachcelor of Architecture   06/2016

National University of Singapore
• Exchange Program in Architectural Design   01/2014–05/2014

EXPERIENCES

Information Interaction Lab   Ann Arbor, MI
--Affiliated Students   09/2016 – present
• Interaction and interface design for smartwatch which controls pico projectors and mobile projectors
• Designing interface for lab control which links Microsoft Kinetcs, Amazon Echo, and projectors

Design Clinic   Ann Arbor, MI
--User Experience Designer   09/2016 – present
• Providing design solutions for a medical start-up based on methodology research, user research, and market analysis
• User interface and web system refinement for an online management platfrom for law firms and corporations

Digital Design Workshop   Shanghai, China
--Design Student   07/2015, 07/2016
• Bottom-up user platform design -Scripted Timber- to promote traditional timber structure using digital design tools (CNC milling, parametric design)
• Design and Making for Particle Hut with analyzing 3D geometrics and material capacities

Uber   Shanghai, China
--Operations Intern   03/2016 – 05/2016
• Collect and process data of drivers
• Analyzing data for competition with other online trasportation companies

YeArch Studio   Shanghai, China
--Design Intern   07/2015 – 10/2015
• 3D modeling and 2D graphics for Synecdoche Lujiazui
• Data visualization of Synecdoche Lujiazui (hot-spot, circulation, urban context)
• Coordinator for West Bund Biennale project

* more projects please visit chong-li.net

SKILLS

UX
• Interview & Survey
• Prototyping
• Persona
• Storyboarding
• Usability Test

Software
• Adobe Photoshop
• Adobe Illustrator
• Adobe InDesign
• Sketch 3
• Autodesk CAD
• Rhinoceroes 3D
• Google Sketchup
• Autodesk Maya

Hardware
• Arduino
• Raspberry Pi *

Programming
• HTML & CSS
• Javascript
• Python
• Processing

Fabrication
• Robotics
• 3D Printing
• CNC Milling
* indicates beginner's level

KEY COURSES

• Interaction Design
• Contextual Inquiry
• Usability Evaluation
• Design of Complex Website
• Advanced Graphic Design
• Computer Graphics
• Art Modeling
• Digital Design Methods