



CHONG LI

Designer | Maker | Programmer

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EDUCATION

University of Michigan, Ann Arbor

• M.S. in Information, Specialising in HCI 04/2018

Tongji University, Shanghai

• Bachelor of Architecture 06/2016

National University of Singapore

• Exchange Program 01/2014–05/2014

EXPERIENCES

Graduate Student Instructor

Ann Arbor, MI

–*University of Michigan*

01/2017 - present

- Graduate Student Instructor for the graduate level course SI 539: Design of Complex Website (HTML, CSS, JavaScript)
- Lead weekly discussion sections and hold weekly office hours

Interaction Designer

Ann Arbor, MI

–*Information Interaction Lab*

09/2016 - 12/2016

- Worked on 'smartwatch + projector' project to design new interactions for future projections
- Participated in hackathons to experiment, critique, and brainstorm possibilities with the latest technology

UX Designer

Ann Arbor, MI

–*UX Design Clinic*

09/2016 - 12/2016

- 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 platform for law firms and corporations

Operations Intern

Shanghai, China

–*Uber, Shanghai*

03/2016 - 05/2016

- Collected data to provide better pricing solutions for Uber Shanghai
- Interviewed users to gain insights in Uber system upgrading

Design Intern

Shanghai, China

–*YeArch Studio*

07/2015 - 10/2015

- Collected, analyzed, and visualized data of Lujiazui, CBD of Shanghai. This project was included in the 2015 West Bund Biennale
- Conducted user research interviewed local residents

SKILLS

UX

- Interview & Survey
- Rapid Prototyping
- Persona
- Storyboarding
- Usability Test
- Heuristic Evaluation
- Affinity Diagram

Software

- Photoshop
- Illustrator
- InDesign
- Sketch 3
- InVision
- AutoCAD
- Rhino 3D

Programming

- HTML & CSS
- Javascript & jQuery
- Python
- Java
- Matlab
- Processing

Hardware

- Arduino

Fabrication

- Robotics
- 3D Printing
- CNC Milling

PROJECTS

Maestro

- UX Designer for Maestro project which develops a platform that uses gesture recognition and machine learning to help musical conductors
- Conducted user studies and usability testing

NSportC Platform

- Designed and built components of a usable app by researching, conducting interviews and usability tests to support user needs
- Created wireframes, and hi-fi prototypes by design iterations

ClariLegal Reporting

- Conducted 5 interviews with legal professionals and mapped the affinity wall to find user needs
- Created hi-fi prototypes to use in fund-raising pitches

More projects please visit: chonglii.com