

CHONG LI

UX Designer | Product Designer

chonglii.com

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EDUCATION

University of Michigan, Ann Arbor

- M.S. in Information (HCI) 09/2016 - 04/2018

Tongji University, Shanghai

- Bachelor of Architecture 09/2011 - 06/2016

National University of Singapore

- Exchange Program 01/2014 - 05/2014

EXPERIENCES

UX Designer

Ann Arbor, MI

–UMSI UX Design Clinic

09/2016 - 12/2016

- Provided product design solutions for a medical start-up based on methodology research, user research, and market analysis
- Redesigned user interface and web system for an online management platform in the legal industry

Interaction Designer

Ann Arbor, MI

–Michigan 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

Graduate Student Instructor

Ann Arbor, MI

–University of Michigan, Ann Arbor

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

Operations Intern

Shanghai, China

–Uber, Shanghai

03/2016 - 05/2016

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

Design Intern / Project Manager 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 urban and user research on local residents

Please visit my portfolio at: chonglii.com

SKILLS

UX

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

Programming

- HTML & CSS
- Javascript
- Python
- R
- SQL
- Java
- Matlab

Software

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

Hardware

- Arduino
- Processing

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

COURSES

- Introduction to Interaction Design
- Contextual Inquiry
- Fundamentals of Human Behaviors
- Advanced Graphic Design
- Database Application Design
- Data Manipulation & Analysis
- Design of Complex Website