

# GEORGE YIHAO XU

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UI/UX | XR | INTERIORS

Providence, RI

## EDUCATION

### Rhode Island School of Design (RISD)

Providence, RI | Sept. 2021 - Present

Master of Design, Interior Architecture

### Brown University

Providence, RI | Sept. 2022 - Jan. 2023

Course: CS 17: Functional Programming

### Tongji University

Shanghai, CHN | Sept 2014- 2020

Bachelor of Architecture

## SKILLS

Design

Prototyping - Wireframing - User Research  
Interaction Design - Data Visualization  
Spatial Design - Interiors - Exhibition

Development

Unity C# - Oculus - Hololens  
HTML - CSS - Js  
React.js Next.js Material - UI

Software

Figma - Adobe XD  
Photoshop - Illustrator - InDesign - Premier  
Rhino - Grasshopper - AutoCAD

## LANGUAGES

English (Fluent), Mandarin Wu (Native),  
German (Intermediate)

## EXHIBITIONS

### Shekon RISD Museum

Providence RI | Feb 2023

Oculus VR Experience Development

### CROSSING THE PELL Old Colony House

Newport RI | Sep 2022

Oculus UI Interaction Development

## DESIGN EXPERIENCE

### OSB Freelance UI Designer & Developer

Pawtucket RI Hybrid | Dec 2022 - Present

During my time at OSB, a cosmetics ingredient startup firm, I was responsible for developing the web user interface using a range of tools including Figma, HTML, CSS, and JavaScript. My primary role involved working closely with the design team to translate their mockups and wireframes into a functional and responsive website.

### WeLight Freelance UI Designer & Developer

London UK Remote | Feb 2023 - Present

During my time at WeLight, an education startup brand, I worked as a UI developer and a front-end developer and was responsible for improving the user interface of the company's web applications. In this role, I used Material-UI, a popular React UI framework, to develop new components and update existing ones, with the aim of improving the overall look and feel of the platform.

### NASA RISD ROVER Unity Developer

Providence RI On-Site | Jul 2022 - Present

During my time working on the astronaut's rover control interface, I was responsible for designing and developing the interface used by astronauts to control the rover while on a mission. This involved working closely with a team of designers and engineers to understand the requirements and limitations of the project.

### RISD ISSA OFFICE Graphic Designer

Providence RI | Jul 2022 - Jan 2023

Data visualization, presenting the office data through visual graphics with D3.js library;  
Design printed handout, digital posts for social media and activity banners;

### ECADI Computational Designer

Shanghai | Aug 2020 - May 2021

Parametric Design for public interior space;  
Design presentation slides and booklets