

# GEORGE YIHAO XU

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Web Dev | UI/UX | XR



## EDUCATION



### Rhode Island School of Design

Providence, RI | Jul 2021 – Jun 2023  
Master of Design



### Brown University

Providence, RI | Sept 2022 – Jan 2023  
Computer Science  
Cross-registered



### Tongji University

Shanghai, CN | Jul 2014 – Jun 2020  
Bachelor of Architecture  
minor in German Studies

## SKILLS

### Web Development

HTML–CSS–SCSS  
Js–Ts React–MobX JQuery  
Firebase–MongoDB–Auth0  
Unity–C# Python

### UI/UX Design

Figma–AdobeXD  
Photoshop–Illustrator–InDesign–Premier  
Rhino–Grasshopper–AutoCAD

## ACADEMIC PROJECTS

### Thesis

Interactive Design and Web Development

<https://thesis-screen-table-react.vercel.app/>

<https://thesis-app-kkx8.vercel.app/>

<https://youtu.be/q8MaGWrrcKg>

### Shekon

Oculus VR Experience Development

<https://youtu.be/iQuNsEEEnoFI>

### Nim

Web Game Development

<https://designasabaker.github.io/Nim/>

## LANGUAGES

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

## PROFESSIONAL EXPERIENCE

### Founding Member, Frontend Developer, Designer

Welight Tech Part-time Feb 2023 – Present  
Remote



- Founding Member of WeLight Tech, an edtech startup using AI to streamline the study abroad application process for high school and undergraduate students.
- Led front-end development using HTML, CSS, JS, and React, focusing on enhancing web application UI.
- Coordinated weekly engineering team meetings and oversaw hiring.
- Aligned design and development across the project

<https://welightpreview.vercel.app/>

### Frontend Developer

OSB Part-time Jan 2023 – Present  
Hybrid in RI



- Frontend Developer for OSB (Ocean State Bioactives), a bio-friendly cosmetics ingredient brand.
- Transformed Figma designs into interactive React pages using Webflow and React.
- Developed a unique sorting and filtering feature for the ingredients page.
- Provided technical feedback to designers, supporting the creation of practical and robust web solutions.

<https://osb-fd544f.webflow.io/>

<https://osb-react-ts-project.vercel.app/>

### UI Developer

RISD Part-time Oct 2022 – Jun 2023  
Hybrid in RI



- Participated in a nationwide challenge sponsored by NASA, involving various universities across the U.S.
- Served as a liaison to facilitate communication between designers and developers, assisting Computer Science students from Brown University in understanding the user flow of the design work and aiding developers in articulating technical issues to the designers.
- Developed the user interface within Unity for HoloLens, with a primary focus on icon development.

### Graphic Designer

RISD Part-time Jul 2022 – Dec 2022  
Hybrid in RI



- Graphic Designer at RISD, partnered with the ISSA office.
- Designed and distributed online graphics, improving student comprehension of school events and policies.
- Roles encompassed data visualization, poster design, and reviewing slides and web design.

### Computational Designer

ECADI Full-time Aug 2020 – May 2021  
Shanghai



- Specialize in parametric design, using Grasshopper complemented by Python and C#.
- This combination boosts code efficiency.
- Niche in scripting for building facade designs.