

QIHAN XU

UX DESIGNER

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Education

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McGill University

Montreal, Canada | Sep. 2012 – May. 2015

M.Sc. in Computer Science, School of Computer Science

Xiamen University

Xiamen, China | Sep. 2008 – Jul. 2012

B.Eng. in Digital Media Art, Software School

Design Methods

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Competitor Analysis

Conceptual Modeling | Storyboard

Survey | Interviewing | Persona development

Sketching | Wireframing | Prototyping

Usability Testing | Heuristic Evaluation

Tools

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Adobe Creative Suite | MS Office

Sketch | Principle

Axure | UXPIn

Sublime | Atom | Github

Unity3D | Maya

Development

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HTML | CSS (Sass) | Javascript

Java | PHP | C#

AngularJS | jQuery

Webpack | Gulp | Grunt

Git | SVN

Languages

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English TOEFL 107, GRE V152 Q168 AW4.0

French Certificat de sélection du Québec

Work Experiences

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UX Designer, Front-end Developer and Co-founder

TranscenTec Co. Ltd | Chongqing, China | Feb. 2016 – Jul. 2017

- Designed web and mobile experiences of project Tran3D, an O2O platform that distributed 3D printing services. Led and coordinated team through whole process of shipping MVP online.
- Responsible for user research. Carried out surveys and interviews as well as developing personas that target different user groups. Conducted usability test and heuristic evaluation as feedback.
- Responsible for visual and interaction design. Defined visual assets and styles based on Material and Flat Design. Decomposed complexities into hierarchical modules that design methods such as storyboard, sketching, wireframing and mid-fidelity prototyping were applied to. Provided responsive layouts for cross-platform usage.
- Front-end development included writing reusable CSS, building system via AngularJS and three.js, designing API end points and modularizing with webpack.

UX Designer and Developer

Guhao Dental Lab | Chongqing, China | Apr. 2016 – Jun. 2016

- Bootstrapped brand identity that incorporated company's new image and value. Work involved logo, namecard and product photography.
- Built high-fidelity prototypes of mobile app that facilitated individual management and production pipeline, were used by 50+ employees.
- Led visual and interaction design for company's mobile-first public website. Established visual style guide including colors, icons and grid system. Created information architecture and responsive prototypes.
- Collaborated with team and used AngularJS and Laravel to implement public website in an agile development environment.

Game Researcher and UX Designer

Games Research Lab in McGill | Montreal, Canada | Sep. 2013 – May. 2015

- Researched into Procedural Content Generation in stealth games. Applied quantitative metrics to demonstrate how different parametrizations can be used to control level difficulty and enhance player's experience.
- Created interactive simulation tool based on Unity3D and conducted usability tests and data analysis.

Publications

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- Q. Xu, J. Tremblay, and C. Verbrugge. Generative Methods for Guard and Camera Placement in Stealth Games. In Proceeding of the Tenth Annual AAAI Conference on Artificial Intelligence and Interactive Digital Entertainment, AIIDE, 2014.