Qihan Xu

CONTACT

gankedbyloli.github.io

qihan.xu@gmail.com

15295569030

SKILL SET

Design Methods

Affinity diagramming

Competitive analysis

Conceptual modeling

Interviewing and Survey

Persona development

Wireframing

Prototyping

Usability testing

Heuristic evaluation

Tools

Adobe Creative Suite

Unity

Sublime / Atom

GitHub

Maya

Development

HTML, CSS (SASS), JavaScript

Java, C#

AngularJS, jQuery

Webpack, Gulp, Git

Languages

Chinese (mother tongue)

English (fluent)

French (intermediate)

WORK EXPERIENCE

Co-founder, Designer and Developer

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

- Led and coordinated R&D during incubation phase of project Tran3D, an O2O platform that distributes 3D printing services.
- Designed and shipped project online. Designer work involved problem definition, interviewing, persona development, sketching, wireframing, prototyping, visual specs, animations and usability testing. Developer work included writing reusable CSS, building system via AngularJS and three.js, designing API end points and modularizing with webpack.

UX/UI/Visual Designer and Front-end Developer

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

- Bootstrapped new brand identity that incorporates company's new spirit. Works included logo, name card and product photography.
- Guided the public website from start via analysis, conception, design, development and testing to final launch.

Researcher and Game Designer

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

- Researched into Procedural Content Generation (PCG) in stealth game context. Applied quantitative metrics to demonstrate how different parametrizations can be used to control level difficulty for better player experience.
- Created simulation tool and conducted usability tests for data analysis.

EDUCATION

McGill University, M.Sc. in Computer Science

Montreal, Quebec, Canada | Sep. 2012 – May. 2015

Xiamen University, B.Eng. in Digital Media Art

Xiamen, Fujian, China | Sep. 2008 – Jul. 2012

PUBLICATIONS

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.

Q. Xu, J. Tremblay, and C. Verbrugge. **Procedural Guard Placement for Stealth Games.** In Proceeding of the 2014 Fifth Workshop on Procedural Content Generation in Games, FDG, 2014.