

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

Storyboard | User Journey Mapping

Survey | Interviewing | Persona Development

Sketching | Wireframing | Prototyping

Usability Testing | Heuristic Evaluation

Tools

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Adobe Creative Suite | MS Office

Sketch | Framer

Axure | Invision | 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

+

English

Fluent

French

Intermediate

Work Experiences

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Core UX Designer

Booking.com | Shanghai, China | Mar. 2018 – Present

- Facilitating customizable and measurable landing solutions for marketing and operation teams to acquire maximum customers.
- Building customer loyalty through program that encourages, promotes and incentivizes repetitive bookings and returning customers.
- Specializing in hypothesis-based A/B testing formed by quantitative and qualitative data. Evaluating and iterating results through statistical outcomes.

UX Designer, Front-end Developer and Co-founder

TranscenTec Co. Ltd | Chongqing, China | Feb. 2016 – Sep. 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. Created information architecture and responsive prototypes.
- Collaborated with team and used AngularJS and Laravel to implement public website in an agile development environment.

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.