

Di Xiao

UX Designer / Researcher

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@ <https://gogolauren.github.io/di-site/> (*portfolio)

SKILLS SUMMARY

- ✓ **Programming Languages:** HTML/CSS, JavaScript, C++, php, \LaTeX
- ✓ **UX Design:** persona, wireframe, prototype | Axure, Sketch, InVision, Adobe Suite (Ps/Ai/Xd/Lr/Pr/Ae)
- ✓ **UX Research:** strict observation, think aloud, interview, pre-/post-test questionnaire
- ✓ **Data Management:** CMS | MATLAB, SPSS, MySQL
- ✓ **Data Visualization:** Tableau, D3 [Link](#)
- ✓ **Language:** English, Mandarin
- 🎵 **Visual:** Photography [Link](#), Film Production [Link](#)

PROFESSIONAL EXPERIENCE

Oct 2017 - Present

Maryland International Incubator (MI2), UMD

Web Designer, Developer, Database Manager

- Design and develop a new website for MI2.
- Design a database to store collaborators' information.
- Prioritize the significance of information submitted on the web page.

May - Aug 2017

Anacostia Watershed Society + UMD [Link](#)

UX Designer, Front-end Developer in NatureNet Project

- Created information architecture for information resources.
- Conducted iterative participatory design: interviewed clients and users, conducted user tests on mock-ups, then presented findings in a usability report.
- Developed front end of the [website](#) based on approved design.

Aug - Oct 2015

Huawei Technologies Co., Ltd. Nanjing Institution

UX Design Intern @ User Centered Design (UCD) Center

- Participated in user research and product comparison for a Huawei payment app.
- Designed the layout and developed webpages for an international conference.

Sep 2013 - Jun 2015

Newly-emerging Media Department, SEU

Department Manager

- Produced videos and posters for multiple school activities.
- Updated content for the school social platforms.

EDUCATION

Aug 2016 – Expected May 2018

University of Maryland – College Park, US

Human-Computer Interaction Master

GPA: 3.9 / 4.0

Sep 2012 – Jun 2016

Southeast University (SEU), China

Bachelor of Information Engineering

GPA: 87 / 100

CORE RESEARCH EXPERIENCE

Sep - Oct 2017

Contextual Design – Get Millennials To Parks

UX & UI Designer [Link](#)

- Conducted 12 field interviews; interpreted them into 8 typical user identities and 12 places in a park map.
- Drew 3 product concepts: Park Map App, Share System, and Park Arts System. The client chose to follow up the Park Map App design.

Feb - May 2017

Web Applications Design For Seniors [Link](#)

UX, UI Designer & User Analyst

- Participatory-designed 2 concepts for web assistant: horizontal split screen chat vs. right click gesture.
- Determined the final design from user test result: a task-based chatbot that answers questions and explains how to perform simple tasks without the user having to leave the page.
- The user gave the prototype a 4/5 in the final testing.

Feb - May 2017

Usability Test – Apple's MacBook Pro Touch

Bar Functionality Test [Link](#)

UX Researcher, Data Visualizer

- Revised tasks according to 2 rounds of pilot test.
- Screened and selected participants with an average of 10 years in using Apple products.
- Visualized test results of success ratio and average time consumed on each task (the longest took 222.5s).
- Identified common problems and made 5 key recommendations.

Oct - Nov 2016

Inclusive Recipe Mobile App Design [Link](#)

UX Researcher, UX & UI Designer

- Broke down problems, compared personas between normal users vs. visually impaired users.
- Created 2 separate design points and user flows.
- Applied voice control and auto play function to benefit hands-free users.