Di Xiao
Curriculum Vitæ

EDUCATION

Aug 2016 – Expected May 2018
University of Maryland – College Park, US
Human-Computer Interaction Master   GPA: 4.0 /4.0

Sep 2012 – Jun 2016
Southeast University, China
Bachelor of Information Engineering   GPA: 87 /100

PROFESSIONAL EXPERIENCE

May 2017 – Present
University of Maryland + Anacostia Watershed Society
 UX Researcher/ Designer/ front-end developer, NatureNet Project

– Created an information architecture **(IA)** for information resources.
– Interviewed pilot group of watershed stewards, conducted user testings on mock-up, then analyzed outcomes into usability report.
– Developed front end of the website based on approved design.

Aug 2015 – Oct 2015
Huawei Technologies Co., Ltd. Nanjing Institution
 UX Design Intern, User Centered Design (UCD) Center

– Independently designed an image-oriented homepage and a navigation page.
– Participated in user research and strategic design in a a payment app design project.
– Participated in the front development with **HTML**, **CSS**, **JQuery** for an international meeting web, including the layout, flow design, and user-friendly help documents.

Sep 2013- Jun 2015
Newly-emerging Media Department, Southeast University
Department Manager, Information School

– Made videos and posters for school activities.
– Maintained school social platforms (e.g. Wechat).

Jun 2012
Shanghai Pudong Development Bank, Nanjing Subbranch
Banking Business Assistant Intern

– Participated in handling personal banking business.
– Sorted out data of corporate and personal banking business.

PUBLICATIONS

Electroencephalogram Based Brain Concentration and Its Human Computer Interface Application (D.XIAO, W.ZHANG)
Accepted by 2015 IEEE International Conference on Computer and Communications (ICCC,Chengdu,China)

A Portable Brain-Computer System Design upon TGAM Module (D.XIAO, S.XIAO)
Poster Speaker 9th International collaboration Symposium on Information,Production& Systems (ISIPS,Waseda Univ.,Japan)

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✉ | xiaodishaw@gmail.com
⌨ | https://gogolauren.github.io/di-site/ (*portfolio)

CORE DESIGN & RESEARCH EXPERIENCE

Sep 2016 - Oct 2016
Prototype Designs – 1. An Education App;
2. Basketball Game Tickets
UX & UI designer

– Generated and compared personas based on user research, drew wireframe with **Axure**.
– Iteratively prototyped with **Sketch** and **Invision**.

Oct 2016 - Nov 2016
Mobile App Design – Customized Recipe App
User Researcher, UX & UI designer

– Broke down problems, analyzed 2 target users: normal users and visually impaired users.
– Collected user background information.
– Determined design points for the two groups of users.
– Conducted A/B tests during the prototype design.

Feb 2017 - May 2017
Usability test – Apple's MacBook Pro Touch Bar Functionality Test
UX researcher, Data visualizer

– Conducted two rounds of pilot test, and revised tasks accordingly.
– Methods used includes strict observation, think-aloud, pre- and post-test questionnaires, and interviews.
– Qualitatively and quantitatively analyzed user data and drew data visualization diagram.
– Proposed vital recommendations to the Apple's Touch Bar.

Aug 2013 - Sep 2013
Parking Lot Navigation Software Design
UI designer & framework developer

– Developed on **Visual C++** platform, presented free carport and drew the nearest path for users.
– Designed work flow and constructed framework.
– Independently completed all UI work using **MFC** visualization techniques and saved much time used to be wasted on compilation.

SKILLS

HTML/CSS, JavaScript, C++, MATLAB, LATEX
Adobe Software, Sketch, Axure, Invision, Tableau