# Di Xiao
*Curriculum Vitæ*

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⌨ | https://gogolauren.github.io/di-site/ (*portfolio)

## 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

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.

## SOCIAL EXPERIENCE

Aug 2013 - Sep 2013
Assisted with education in Guizhou Province, providing books and teaching poor children

Nov 2014 & May 2015
Hosted the 1st Outstanding Engineer Competition
Hosted 2015 Info-School Graduation Ceremony

## 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)
*Accepted by  9th International collaboration Symposium on Information,Production& Systems (ISIPS,Waseda Univ.,Japan)*

## 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 blind 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