# Di Xiao
*Curriculum Vitæ*

## EDUCATION

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

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 – Aug 2017

**University of Maryland + Anacostia Watershed Society**
*UX Researcher/ Designer/ Front-end Developer,  NatureNet Project*

– Created an information architecture **(IA)** for information resources.
– **Participatory Design**: Interviewed watershed stewards (clients and users), conducted user testings on mock-up, then analyzed outcomes into the 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

– Participated in user research and strategic design in a a payment app design project.
– Web pages design (individual work): designed an image-oriented homepage and a navigation page.
– Collaborative front end 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

– Shot and made videos, drew posters for multiple school activities.
– Updated content for the 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 the corporate and personal banking business.

## SOCIAL EXPERIENCE

Aug 2013 - Sep 2013

Assisted with education in Guizhou Province, teaching poor children with undereducated backgrounds

Nov,2014 & May 2015

Hosted the 1st Outstanding Engineer Competition
Hosted 2015 Info-School Graduation Ceremony

## CORE DESIGN & RESEARCH EXPERIENCE

Sep 2016 - Oct 2016

**Prototype Design – A Mobile Education App**
*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 – Inclusive 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 include **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 Web-based 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 & INTERESTS

HTML/CSS, JS, WordPress, PHP, MySQL, MATLAB
C++, Adobe Software, Sketch, Axure, Tableau, LaTeX;
**User Research**, **UX Design**, **Data Visualization**