KAIJIE(KJ) HUANG

Front End UX Designer & Developer

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Education

Georgia Institute of Technology (GPA 3.86/4.0)   2014.08-Present
- Master in Human-Computer Interaction(HCI)
- Coursework: Mobile Apps and Services/Data Structure and Algorithm/Interface Prototyping /Human-Computer Interaction/Database/Information Visualization/Psychology Research Method

The University of Hong Kong   (GPA 3.81/4.3)   2011.09-2013.12
- Bachelor of Engineering (Civil Engineering)
- Dean's Honor List
- Undergraduate Research Fellowship Programme Research Internship Awards

Exchange student at the University of California, Davis (GPA 4.0/4.0)   2012.09-2013.01
- Dean's Honor List

Sun Yat-Sen University(SYSU), Guangzhou (GPA 3.7)   2009.09-2011.06
- Second Class Scholarship (composite score ranks 2 out of 29)
- Candidate for National Scholarship, SYSU, 2010-2011

Research and Working Experience

Graduate Research Assistant at Multimedia & Sensor Lab(Advisor: Ghassan AlRegib)   2015.05-Present
- Currently working at **Ford**® Remote Repositioning project (Driverless Car), lead developer of the front end of the *WebRTC* application using *Angular.js*, *OpenTok.js* and *jQuery*.
- Image Processing application, in charge of writing the FFT2D algorithm in javascript.

Summer Trainee at AECOM Hong Kong (Project/Construction Management)   2012.05-2012.07
- Conducted public engagement study on Hong Kong Future Railway Development
- Results from the analysis were visualized and integrated to the weekly & monthly reports to the client and highly cited in final presentations for the Hong Kong government.

Projects

Georgia Restaurant Health Inspection System Database   2015.05-2015.08
- *Full Stack Developer*. Used *Angular.js* to build front end and *PHP & MySQL* to build back end.
- Used CSS3 animation to enhance front end user experience.

Medicine Reminder UX Design Project   2015.01-2015.04
- Used *Balsamiq* to develop the low-fidelity prototype of the IOS app and used *Keynote* to develop interactive prototype.
- Used *Axure* to develop interactive prototype for the touch screen device.

Android Developer of "Fresh" (Course Project)   2015.01-2015.04
- Transform the original IOS design into Android design based on Material Design Guidelines.
- *Java* development, use object-oriented approach to simplify the original code. Implement key functions such as sorting function of the food item (using Comparator and Queue)
- Screen record: https://youtu.be/AL8R81JsJeU

Accessible Fantasy Football Draft (Project at GT Sonification Lab)   2015.01-2015.04
- The project is a web-based system developed for visually impaired users.
- Study the characteristics of auditory displays, focusing on information which has complex patterns, changes in time, includes warnings, or call for immediate action.
- Use JavaFX to develop the Sonification Test Interface

"Kung Pao Curry" Digital Menu-Mobile Application (Course Project)   2014.08-2014.12
- Came up with 2 alternative designs based on the study. The designs were later integrated into the group's final product.
- Conducted evaluation with 7 expert users through **cognitive walkthrough**, **heuristic evaluation**, **benchmark tasks analysis**, and questionnaires
- The project was honorable mentioned in the Convergence Innovation Competition Fall 2014

Skills

Languages skills	English, Cantonese, Mandarin
Computer skills	**Angular.js**, OpenTok.js, **Bootstrap**, D3.js, **CSS3**, **Java**, **Android**, PHP, **MySQL**
Design skills	**Keynote Prototype**, Axure, Balsamiq, Adobe Photoshop/Illustrator