

# Xiaodong (Xavier) Wu

UX Researcher & Designer

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PORTFOLIO	<a href="https://portfolio.xavierwu.com">🌐 Online Portfolio Page (portfolio.xavierwu.com)</a>	
RESEARCH	Human-Computer Interaction, User Experience, Graphical User Interface	
UX/UI	Sketch, Principle, Flinto, Tumult Hype, Adobe Photoshop, Illustrator	
PROGRAMMING	Python, Java, HTML/CSS/JavaScript, React	
SKILLS	<p><i>UI/UX Research &amp; Design</i></p> <ul style="list-style-type: none"><li>• Knowledge of wireframing &amp; prototyping tools (Sketch, Principle, Axure RP)</li><li>• Experience conducting usability studies using qualitative research methods</li><li>• Strong analytical skills to articulate and rationalize ideas to stakeholders</li><li>• Proficiency in front-end UI &amp; JavaScript frameworks and libraries (e.g. Bootstrap, React, etc.)</li></ul> <p><i>Software Development</i></p> <ul style="list-style-type: none"><li>• Development experience with Python frameworks like <i>Flask</i></li><li>• Created <i>Plexus</i>, an interactive visualization tool in Java through Twitter's and IBM's APIs</li><li>• Strong knowledge of React.js, Redux, React Native and Git</li><li>• Experience with cloud computing (AWS EC2, S3, etc)</li><li>• Relational database and SQL Knowledge: MySQL, NoSQL</li></ul>	
EXPERIENCE	<p><b>UX Designer &amp; Co-founder</b> <i>VIVIA AI (ViviaAI.com) Vancouver, BC, Canada</i> Jan - Jul 2019</p> <ul style="list-style-type: none"><li>• Built AI image processing solutions using Python (Flask) and React JS</li><li>• Collaborated with photographer staff to translate product requirements into technical specs</li><li>• Implemented refined UX/UI designs to product development</li><li>• Participated in the entire development lifecycle, from research, design through implementation</li></ul> <p><b>UX Research Intern</b> <i>JDQ Systems Inc. Vancouver, BC, Canada</i> May - Aug 2017</p> <ul style="list-style-type: none"><li>• Designed a GUI for the assistive robot prototype, using Sketch, Principle, and JavaScript</li><li>• Developed guidelines for accessible interaction design</li><li>• Conducted semi-structured interviews and iterated the design process repeatedly</li></ul>	
EDUCATION	<p><b>Simon Fraser University</b> Surrey, BC, Canada M.Sc., Interactive Arts and Technology 2019</p> <p><b>University of Tokyo</b> Tokyo, Japan Visiting Researcher Jan - May 2018 School of Information Science and Technology (IST)</p> <p><b>Hope College</b> Holland, MI, United States B.S., Electrical Engineering (ABET Accredited) 2016</p>	
PUBLICATIONS	<ol style="list-style-type: none"><li>1. <b>X. Wu</b>, L. Bartram, C. Shaw, Plexus: An Interactive Visualization Tool for Analyzing Public Emotions from Twitter Data, 2017, arXiv:1701.06270, <a href="#">(PDF)</a></li><li>2. <b>X. Wu</b>, M. Abrahantes, M. Edgington, MUSSE: A Designed Multi-Ultrasonic-Sensor System for Echolocation on Multiple Robots, In <i>IEEE Asia-Pacific Conference on Intelligent Robot System (ACIRS 2016)</i>, Tokyo, Japan, 2016 (DOI: 10.1109/ACIRS.2016.7556192) <a href="#">(PDF)</a></li><li>3. <b>X. Wu</b>, P. D'Orazio, M. Edgington, M. Abrahantes, Robotic Echolocation Testbed Platform. In <i>International Electro/Information Technology Conference (EIT 2015)</i>, DeKalb, IL, USA 2015 (DOI: 10.1109/EIT.2015.7293397) <a href="#">(PDF)</a></li></ol>	