



吴晓东 男 • 26 岁 • 硕士 • 3 年工作经验

JDQ Systems Inc • UX 交互设计师

手机: 18518134405

国籍: 中国

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作品集: <https://portfolio.xavierwu.com>

职业概况

目前

目前行业: 计算机软件

目前地点: 上海-浦东新区

目前职位: UX 交互设计师

目前状态: 求职中, 可随时入职

期望

期望年薪: 28.0 万 (20000 元/月*14 个月)

期望行业: 互联网/移动互联网/电子商务; 计算机软件; IT 服务/系统集成

期望地点: 上海; 北京; 杭州

期望职位: 交互设计师; 移动产品经理

教育经历

加拿大 西蒙菲沙大学	人机交互/硕士	2016.09-2019.07
日本 东京大学	大学院情報理工学系研究科 (访问研究)	2018.01-2018.05
美国 霍普大学	电气工程/本科	2012.06-2016.05

自我评价

了解交互研究和设计的流程, 包括用户调研, 定义问题和目标人群, 确定调研方法、细化场景和用户画像, 以及竞品分析 (风格、亮点功能、信息架构信息架构, 了解 MVP 的整个开发流程。熟悉设计原则和用户流程, 善于发现产品痛点和设计其解决功能方案。有三年 UX 研究经历和 HCI 实习经历。

技能标签

原型开发, 报告分析, 产品测试, 用户研究, 定性研究, Adobe, Sketch, 海外工作经验

工作经历

西蒙菲沙大学 2016.09-2019.08 (2 年 11 月)

HCI 人机交互研究助理

工作地点: 加拿大 温哥华

职责业绩: - 负责 3Spheres™ Robotics 机器人项目的用户界面研究和产品原型开发

- 设计用户研究, 进行实地调研和使用体验调查分析

- 使用 HTML 和 JavaScript 进行可用原型开发和概念验证

2019.01-2019.06 (5 月)

VIVIA AI (微雅影像)

交互设计师 & 全栈开发

工作地点: 温哥华

- 职责业绩:- 为创业合伙人开发基于深度学习的智能影像增强产品 (<https://VIVIAai.com>)
- 完成 Momento 产品原型设计以及概念验证, 并获中美多家投资机构关注
 - 独立完成网站设计和建设, 并进行网页性能优化

西蒙菲沙大学

2017.01-2019.07 (2 年 6 月)

教学助理

工作地点: 加拿大 温哥华

- 职责业绩:- 三年完成 8 门课程的辅助教学工作
- 设计实验课程, 教于本科学生 Java, Processing, Arduino, 图像处理等技术
 - 设计开发课程项目, 使学生积极开展交互设计硬件的实践
 - 教授和学生对课程质量反馈连续三年为优异

2018.08-2019.05

YouTube - X Life 频道

独立内容创作者 & 媒体运营(Freelance)

工作地点: 远程

- 职责业绩:- 使用 Final Cut Pro 完成旅行频道的视频构思和编辑工作
- 完成频道和所有视频的视觉设计工作, 包括封面、缩略图、平面设计等
 - 独立完成频道运营, 频道增长速度极快 (月观看量 6.5K+分钟, 2.9K+次)
 - 观众留存率高达 1:42 (8.8%)

JDQ Systems Inc

2017.05-2017.08 (3 月)

UX 研究 & 设计实习生

薪酬状况: 25000 元/月

工作地点: 加拿大 不列颠哥伦比亚省

- 职责业绩:- 进行定性用户研究, 搜集用户需求信息, 定制设计方案, 迭代 GUI 设计
- 作为团队唯一的 UX 设计师, 直接向公司 CEO 汇报
 - 协助工程部博士后工作站完成产品适配工作, 构建 Pipeline
 - 产品获得加拿大多家国家新闻媒体报道 (CBC, Vancouver Sun 等)
 - 熟悉 Scrum 开发流程, 有完整的参与团队项目开发经验

语言能力

普通话、英语(同声翻译)

Xiaodong (Xavier) Wu

UX Researcher & Designer

CONTACT	Shanghai China	contact@xavierwu.com (+86) 18518134405
PORTFOLIO	🌐 Online Portfolio Page (portfolio.xavierwu.com)	
RESEARCH	Human-Computer Interaction, User Experience, Graphical User Interface	
UX/UI	Sketch, Principle, Flinto, Tumult Hype, Adobe Photoshop, Illustrator	
VIDEOGRAPHY	Final Cut Pro, Adobe Premiere, After Effects	
PROGRAMMING	Java, Python, HTML/CSS/JavaScript	
SKILLS	<p><i>UI/UX Research & Design</i></p> <ul style="list-style-type: none">• Knowledge of wireframing & prototyping tools (Sketch, Principle, Axure RP)• Experience conducting usability studies using qualitative research methods• Strong analytical skills to articulate and rationalize ideas to stakeholders• Proficiency in front-end UI & JavaScript frameworks and libraries (e.g. Bootstrap, etc.) <p><i>Software Development</i></p> <ul style="list-style-type: none">• Development experience with Python frameworks like <i>Flask</i>• Created <i>Plexus</i>, an interactive visualization tool in Java through Twitter's and IBM's APIs• Strong knowledge of React.js, Redux, React Native and Git• Experience with cloud computing (AWS EC2, S3, etc)• Relational database and SQL Knowledge: MySQL, NoSQL	
EXPERIENCE	<p>UX Designer & Co-founder <i>VIVIA AI (ViviaAI.com) Vancouver, BC, Canada</i> Jan - Jul 2019</p> <ul style="list-style-type: none">• Built AI image processing solutions using Python (Flask) and React JS• Collaborated with photographer staff to translate product requirements into technical specs• Implemented refined UX/UI designs to product development• Participated in the entire development lifecycle, from research, design through implementation <p>Freelance Videographer Content Producer <i>(YouTube - X Life Channel) Vancouver, BC, Canada</i> Aug 2018 - May 2019</p> <ul style="list-style-type: none">• Created a video channel for travel, backpacking and global culture• Developed creative content and managed graphic design independently• Worked collaboratively with other video producers to get more exposure <p>UX Research Intern <i>JDQ Systems Inc. Vancouver, BC, Canada</i> May - Aug 2017</p> <ul style="list-style-type: none">• Designed a GUI for the assistive robot prototype, using Sketch, Principle, and JavaScript• Developed guidelines for accessible interaction design• Conducted semi-structured interviews and iterated the design process repeatedly	
EDUCATION	<p>Simon Fraser University Surrey, BC, Canada M.Sc., Interactive Arts and Technology 2019</p> <p>University of Tokyo Tokyo, Japan Visiting Researcher, HCI Jan - May 2018 School of Information Science and Technology (IST)</p> <p>Hope College Holland, MI, United States B.S., Electrical Engineering with Minor in Mathematics (ABET Accredited) 2016</p>	

RESEARCH EXPERIENCE	Multi-sensor System for SLAM¹ on Multiple Robots	May 2015 - Mar 2016
	<i>Research Assistant, Hope College, Holland, MI</i> <ul style="list-style-type: none"> Designed a precise and reliable multi-transducer system Developed an efficient GUI and ROS software for real-time interaction and simulation between human and multiple robots Engineered the multi-robot system on ROS Built software packages for the software framework and sensors using Python Integrated TCP/IP to the transmission system for real-time data collection & analysis Supervisor: Miguel Abrahantes, Ph.D Funded and Supported by Hope College, Department of Engineering	
	Ultrasonic Echolocation Platform Based on ROS	May - Jul 2014
	<i>Research Assistant, Hope College, Holland, MI</i> <ul style="list-style-type: none"> Modeled and designed the structure for Kobuki robots Achieved the goal of mapping the environment and self-localization Created and rendered drawings using 2-D and 3-D CAD Developed YAML packages using modified sound and move APIs Supervisors: Mark Edgington, Ph.D & Miguel Abrahantes, Ph.D Funded and Supported by Michigan Space Grant Consortium	
PUBLICATIONS	<ol style="list-style-type: none"> X. Wu, L. Bartram, C. Shaw, Plexus: An Interactive Visualization Tool for Analyzing Public Emotions from Twitter Data, 2017, arXiv:1701.06270, (PDF) X. Wu, 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) (PDF) X. Wu, 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) (PDF) 	
HONORS & AWARDS	<ul style="list-style-type: none"> Nomination for BC Social Innovation Youth Award 	2017
	<i>From the Ministry of Social Development & Social Innovation, British Columbia, Canada.</i>	
	<ul style="list-style-type: none"> Sigma Xi Senior Research Award 	2016
	<i>From Sigma Xi, The Scientific Research Society, in recognition of noteworthy contributions to research in the sciences while a student at Hope College.</i>	
	<ul style="list-style-type: none"> International Student Scholarship 	2012 - 2016
	<i>Highest Award to the Most Outstanding International Students (Half-tuition waiver for 4 years)</i>	
	<ul style="list-style-type: none"> William Vander Meer Memorial Scholarship 	2015 - 2016
	<i>A fund from the Vander Meer family for the worthiest students</i>	
TEACHING EXPERIENCE	Teaching Assistant <i>SIAT, Simon Fraser University</i> <ul style="list-style-type: none"> IAT 100 - Digital Image Design IAT 455 - Computational Media IAT 336 - Materials in Design IAT 267 - Intro to Technological Systems IAT 320 - Body Interface 	(Summer 2018) (Fall 2017) (Fall & Summer 2017, Summer 2019) (Summer 2017) (Spring 2017)

¹SLAM: Simultaneous Localization and Mapping