JIACHEN LI

+1 (404) 263-7524   jasmine.jiachenli@gmail.com   Atlanta, GA, 30309

SUMMARY

I am actively seeking UX researchers or designers internship positions for summer 2021. I hope that I can learn more about research methods and how they might be applied to a commercial project in the industry.

PAST EXPERIENCE

Graduate Research Assistant   *Oct 2020 - current*
Ubicomp Lab, Georgia Institute of Technology

Currently joining Tingyu's group as a core member working on research related to digital fabrication and computational materials. My works include literature studies and idea generation, circuit design and fabrication, user testing and workshop design.

Independent study researcher   *Oct 2020 - current*
Prof. Sang Leigh, Georgia Institute of Technology

Currently conducting an independent research project with Prof. Sang. Topic related to the learning process through mistakes, physical making and craftsmanship.

Undergraduate Research Leader   *Mar 2019 - Oct 2019*
Prof. Fei Lyu, Beijing University Of Posts And Telecommunications

Designed and developed a physical interaction system that enabled children to study the principle of mathematical calculation through the process of abacus learning. As the team leader, I worked on both user study includes quantitative and qualitative analysis and hardware and software design and development.

Undergraduate Research Assistant   *Jul 2018 - Oct 2018*
Prof. Chun Yu, Tsinghua University

Designed an unintentional touch detection algorithm based on 125Hz capacitive sensing signal on phone interface. Jobs include digital signal processing and algorithm optimization.

Undergraduate Research Leader   *Jul 2017 - Jul 2018*
Prof. Haibin Yan, Beijing University Of Posts And Telecommunications
Built Familyship Face Videos in the Wild (FFVW), a novel video-based face recognition database with blood relationship labels. Works include data processing, algorithm optimization, and publication writing. Publication as co-first author accepted by IEEE VCIP 2018.

The Dean of Students in Advertising & Publicity Department
School of Electronics Engineering, BUPT   *Jul 2016 - Jul 2018*
Graphic and scenic design for the School's events. Communicated with students, institutes, and society for events' advertising and publicity. Cultivated management and leadership skills through the process.

EDUCATION

Georgia Institute Of Technology
M.S. in Digital Media
2020 - 2022

University Of California, Berkeley
Concurrent Student
2018

Beijing University Of Posts And Telecommunications
B. Eng. in Electronic Information Science And Technology
2015 - 2019

SKILLS

Research Method
- Quantitative and Qualitative Analysis

UX/UI Design & Illustration
- Figma, Axure, Sketch, Adobe
- Procreate

Web Design and Development
- Html/CSS/JS
- p5.js, node.js

Circuit Design and Development
- MCU(AVR)

Rapid Prototyping & Digital Fabrication
- 3D Printing and modelling
- Craftsmanship

Storytelling and Interactive Narrative
- Twine

RESEARCH INTERSTS

Creativity through physical making and craftsmanship

Unconventional digital fabrication and computational design and materials

UbiComp and TUI as performative media