Meng Shi
Senior Interaction/UX Designer

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Experience

Senior Interaction/User Experience Designer, Intel Labs
2019 - Present, Santa Clara, CA

Lead UI/UX design of Ambient PC, a novel PC concept prototype with a second screen on the side. Partner with product manager, global hardware and software teams to take the second screen interface design from scratch to reality. Drive the design forward through rapid iteration of prototypes in a fast-paced environment. The ambient PC was demonstrated in Computex 2019, featured in on-stage presentation and the Innovation Showcase, and reported by multiple news press.

Lead design of MARIE (Multimodal Activity Recognition in Industrial Equipment), an internal progress tracking tool that analyzes real-time data and provides task support to technicians in manufacturing. Improve technicians' performance by a series of design solutions, e.g., in-depth user interview, workshop with stakeholders, persona, journey map; and create a web-based solution with HTML/CSS/JavaScript.

Interaction/User Experience Designer, Intel Labs
2015 Fall - 2018, Hillsboro OR

Lead design for Kid Space, a platform for children - virtual chatbot/agent interaction. Bring the project from field study to product through wireframe, prototype, user test and augmented reality (AR) development using Unity 3D and smart projecting technology.

Design a Web and an Android App for Story Maker & Code Maker projects, which uses low-cost RFID to sense toys' locations on a surface to trigger their reactions, letting kids learn coding and storytelling by playing with the tangible toys.

Research Assistant, Carnegie Mellon University
2014 - 2015, Pittsburgh PA

Thesis: Object Design of a low-cost home rehabilitation system for arm-hand stroke patients.
Design and print 3D objects that enable stroke patients to practice grasp training at home while the system could give them instant feedbacks through computer vision.

UX/UI Design Intern / University of Pittsburgh Medical Center
2014 Summer, Pittsburgh PA

UI/UX design for four accessibility Apps, including virtual wheelchair coach and workout, in-home exercise and safety control for Alzheimer patients.

Education

Carnegie Mellon University
2013 - 2015, Pittsburgh PA
Master of Tangible Interaction Design

Tsinghua University
2009 - 2013, Beijing China
Bachelor of Arts in Information Design
Bachelor of Economics

Skills

Design
2D: Sketch, Adobe Creative Suite (Photoshop, Illustrator, Adobe XD), Figma, Principle, Miro, Persona, Journey map, Wireframe, Data visualization
3D: Blender, Rhino
Video: Premiere, After effect
VR/AR: Unity

Research
Field study, Organizing brainstorm workshop, Participatory design, Heuristic Analysis, Think-aloud Protocol, Survey Design.

Prototype
HTML, CSS, JavaScript, C#

Others
3D printing

Award

2020 Intel Labs Gordy Awards nomination: Outstanding Innovation

2019 Client Computing Group Recognition Award

2016, 2017 Systems and Software Research Division Recognition Award

Exhibition

GeoCity Beijing   2012
Beijing Design Week (Beijing, China) and Ars Electronic Arts Festival (Linz, Austria)

Augmented Reality (AR) Map   2017
Artosino Gallery (New York, NY)

Publication

Selected Patents:

Technologies for structured media playback. **M Shi**, GJ Anderson, KW Bross, J Gaffrey, T Rider, PN Olanrewaju. US Patent App. 15/283,325

Computer vision and sensor assisted contamination tracking. **M Shi**, CS Marshall, GJ Anderson, S Paneer, AG Lamarca, MJ Abel. US Patent 10,275,659

User interactive controls for a priori path navigation in virtual environment. GJ Anderson, **M Shi**, R Bowes. US Patent 10,198,861

Technologies for virtual camera scene generation using physical object sensing. GJ Anderson, **M Shi**, RA Chierichetti. US Patent 10,096,165

Methods and apparatus to operate closed-lid portable computers. B Cooper, A Magi, A Kumar, G Raffa, W March, M Bartscherer, I Lazutkina, DY Kong, **M Shi**, V Paranjape, VG Nayagam, GJ Anderson. US Patent App. 16/421,217

Determining visually reflective properties of physical surfaces in a mixed reality environment. A Agrawal, GJ Anderson, **M Shi**. US Patent App. 16/221,079

Live voting on time-delayed content and autimtically generated content. GJ Anderson, J Gaffrey, **M Shi**. US Patent App. 15/396,168

Papers:

Giuseppe Raffa, Ibrahima J. Ndiour, Richard Beckwith, **Meng Shi**, Ron L. Perry, Benjamin W. Bair, Predrag Kisa, Maja Kisa. "MARIE - Multimodal Activity Recognition in Industrial Environments." Intel Assembly & Test Technology Journal, vol.22, 2019

Anderson, Glen J., Selvakumar Panneer, **Meng Shi**, Carl S. Marshall, Ankur Agrawal, Rebecca Chierichetti, Giuseppe Raffa, John Sherry, Daria Loi, and Lenitra Megail Durham. "Kid Space: Interactive Learning in a Smart Environment." In Proceedings of the Group Interaction Frontiers in Technology, pp. 1-9. 2018.

Agrawal, Ankur, Glen J. Anderson, **Meng Shi**, and Rebecca Chierichetti. "Tangible play surface using passive rfid sensor array." In Extended Abstracts of the 2018 CHI Conference on Human Factors in Computing Systems, pp. 1-4. 2018.