# XIAOMENG (MICHELLE) MA

Chief UX Designer | Sensoro Co., Ltd 2807 T1B Wangjing SOHO, Beijing, China michelle.maxm@gmail.com | michellema.info

# RESEARCH INTERESTS

# **Human Computer Interaction**

User Interface Design, Visual Interaction Design

# **User Experience Design**

Tangible and Tactile Interaction Design, User Centered Design Data Visualization, Information Architecture

#### **EDUCATION**

SEP. 2013 - JUN. 2014

# The Hong Kong Polytechnic University, Hong Kong

MDes Interaction Design | School of Design Graduated with Distinction (Top5%)

Advisor: Dr. Eli Blevis & Dr. Huaxin Wei

SEP. 2009 - JUN. 2013

# The Hong Kong Polytechnic University, Hong Kong

BEng(Hons) Product Analysis & Engineering Design | Mechanical Engineering Graduated with First Class Honors (Top5%) & Outstanding Academic Performance

JAN. 2012 - JUL. 2012

# Dublin Institute of Technology, Ireland

BSc(Hons) Product Design (Exchange Programme) | Applied Science

## **EMPLOYMENT**

JUL. 2014 - PRESENT

# Sensoro Co., Ltd. Beijing China

## Chief User Experience Designer | Product Design Group

- User experience design & innovative solutions
- New product conceptual design
- App & website information architecture and interaction design

# Senior User Experience Designer | Product Design Group

- User interface design & modification
- · Website design and information architecture

JUN. 2013 - AUG. 2013

# Playday Ltd. Hong Kong

# Game Designer (Intern)

- Game concept design & draft
- Mobile game user interface design
- In-game Avatar design, drafting & animation

JUN. 2011 - AUG. 2011

# Color Rich Ltd. Hong Kong

Assist Designer (Intern)

- Promotion-item design
- Product design (toys, stationaries, decorations and home appliances)

#### **RESEARCH**

# The Hong Kong Polytechnic University, Hong Kong

Graduate Researcher & Interaction Designer | MDes Interaction Design, SD

#### FEB. 2014 - APR.2014

# Time to Change: Initiative campaign of Hong Kong glass recycling (Details)

Advisor: Julian Gibb

- Researched in Hong Kong current glass disposal and recycling situation, and conducted field study with HKEPD
- Designed an initiative campaign system, including redesign of the glass recycle trash can, visual identity and graphic advertisement

#### SEP. 2013 - JAN.2014

## The State of Mind: Designers' reading experience enhancement (Details)

Advisor: Dr. C. K. Peter Chuah

- Researched in the attitude and habits designers adopt towards their interaction with books
- Designed an interactive and creative ambient to improve and enhance designers' reading experience

#### SEP. 2013 - JAN.2014

# Go Wireless & Eco: Awareness campaign of Hong Kong electrical and electronic gadgets public consumption (<u>Details</u>)

Advisor: Dr. Huaxin Wei

- Researched in Hong Kong residents' electrical and electronic device consumption habits, recycling awareness and current recycling channels
- Designed an interactive panel with info-graphics, aiming at establishing public awareness of electronic gadget consumption and encouraging people to discard their e-waste in a more responsible manner

#### SEP. 2013 - JAN.2014

# NapQ: Intelligent sleep monitor (Details)

Advisor: Dr. Eli Blevis & Dr. Yan Tina Luximon

- Researched in human sleep pattern and factors that influence sleep quality
- Designed a smart wearable device and an App for sleep data detection and monitoring

#### **PROJECTS**

# Studio-based Projects

DEC. 2013 - JUN. 2014

# /POKEMO: Tactile interactive ring for long distance couples (Details)

Interaction Design SD HKPU | Advisor: Dr. Huaxin Wei & Dr. Eli Blevis

# Graduation capstone project of MDes Interaction Design

 Researched in factors influences the intimacy and effectiveness of emotional communication  Designed a tactile interactive device for long-distance couples' emotional communication and intimate interactions; programmed and fabricated low fidelity prototype using Arduino and 3D printing

## **SPRING 2014**

# 96SEC: Interactive Public Ambient Design (Details)

Interaction Design SD HKPU & Foxlin Architects (US) | Advisor: Dr. Huaxin Wei

- Investigated in Hong Kong commuters' journey to work and way back home, and their emotional states
- Designed an interactive public ambient for Hong Kong metro transportation walkway, encouraging commuters to pay attention to surrounding environments and interact with people nearby

#### **DEC. 2013**

## Happiness Machine 4.0 (Details)

Interaction Design SD HKPU & AM&A(US) Inc. | Advisor: Aaron Marcus

- Investigated in factors resulting in stress and distress to young white collars in Asian first-tier cities
- Designed an App to provide emotional interference to user's feelings, offering user with supportive message-based notifications and daily activities to help them retain happy and balanced mind

Project was presented to User Experience Collection UXPA China & User Friendly 2013 Conference by Aaron Marcus, President of AM&A(US) Inc.

#### JUL. 2012 - JUN.2013

# Innovative solutions for air humidity control

Mechanical Engineering HKPU & Raymond Industrial Ltd.

Advisor: Dr. Randolph C. K. Leung & Dr. Anthony Law

 Designed an innovative air humidification appliance, constructed new mechanic and working model for steam humidification process, designed the physical form, fabricated functional high fidelity prototype with 3D printing

# **Commercial Projects**

2015

The Internet of Things - WeChat developer kit: UI & web design, video production

CCTV interactive scenic event: UX & UI design, graphic design

Costa (China) Spring Festival Event: UX & UI design, project management

2014 - 2015

SENSORO workstation cloud beacon: user research & product design

WeChat Shake iBeacon interactive solution: UX & UI design

Smart Tag iBeacon sensor: pruduct & web design

Chow Tai Fook Spring Festival interactive marketing: UI & web design

2013 Let's Farm android mobile game design: UI design, illustration, animation

# AWARDS& HONORS

# Academic

#### 2013

## Graduate Representative of Mechanical Engineering Class 2013

Faculty of Engineering | The Hong Kong Polytechnic University

• Delivered the valedictory speech in graduation ceremony

2011 - 2013	Lam Sze Ming Scholarship
	Faculty of Engineering   The Hong Kong Polytechnic University
2011 & 2013	Dean List Student
	Faculty of Engineering   The Hong Kong Polytechnic University

# **Professional**

Game Design Most-Mentioned Special Award: War War 2014 Global Game Jam 2014 Hong Kong

Philips Headphone Design Competition Winning Prize 2011

# **SKILLS& LANGUAGES**

# Design tools

- Adobe Creative Suite (Photoshop, Illustrator, InDesign, Dreamweaver AfterEffect, Muse)
- 3D Modeling (3Ds Max, SolidWorks, AutoCAD, Sketchup, Rhinoceros)
- Hand sketch, digital illustration & animations (Spine, CorelDRAW)

## **Programming**

• Java | HTML | CSS | PureData | Matlab

## Linguistics

• Native in Chinese and Cantonese, Fluent in English, Elementary in French

## **EXTRACURRICULAR**

2009 - 2014

2010 - 2011

Team Founder & Player | CMSA Female Basketball Team, HKPU

• Won the championship in 2011&2013 HK Joint-University Mainland Student

Coordinator | The 26th Summer Universiade Shenzhen China **SUMMER 2011** 2010 - 2011

Promotion secretary | 16th Student Union Choir, HKPU

Student Mentor | Faculty of Engineering, HKPU