

HUAIWEI SUN

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EXPERIENCE

UX Design Intern | Google

May 2018 - Aug 2018

Completed the end-to-end UX design of an in-house enterprise project by delivering critical user journeys, personas, concepts, wireframes, prototypes, testing reports, design specs and other key artifacts.

Collaborated closely with PM, business owner and engineers through research, design and testing to navigate through the ambiguity and complexity of enterprise projects.

UX Design Intern | YITU Tech

Apr 2017 - July 2017

Designed new features for web-based YITU Dragonfly Eye™ Intelligent Security System used by China's public security systems to improve the investigation efficiency.

Created a facial recognition demo used on ATM from scratch for showing to Singaporean customers.

Designed an internal Design newsletter template for sharing values of user experience and user-centered design process with all colleagues in the company.

Student Designer | Dongyue Studio in SJTU

May 2015 - June 2017

Completed most of the app design(iOS & Android) of Tong Qu which is an open platform for organizing, finding and joining events in SJTU. Collaborated with developers to launch them into the app stores.

Volunteer | UXPA China

Jan 2014 - Dec 2014

Collaborated with other teammates to conduct the Annual User Experience Industry Research and published the report. I mainly worked on the topic brainstorming, framework development, interviews transcriptions, insights synthesis and report design.

PROJECT

WIW | Microsoft ID@XBOX Campus Game Development Competition Finalist

Feb 2017 - June 2017

Contributed to the concept brainstorming, UI design, 3D model design and final presentation of the kinect game WIW. It was designed for increasing the physical and emotional interaction between parents and kids, couples, friends and other users.

EDUCATION

Georgia Institute of Technology

Aug 2017 - Expected May 2019

Master of Human-Computer Interaction

Shanghai Jiao Tong University

Sept 2013 - June 2017

Bachelor of Industrial Design

SKILLS

Design

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|-----------|-------------|
| Sketch | Framer |
| inVision | Principle |
| Axure | Illustrator |
| Photoshop | Story Board |

User Research & Analysis

| | |
|--------------------|---------------------|
| Contextual Inquiry | Interview |
| Focus Group | Usability Test |
| Card Sorting | Survey |
| Affinity Diagram | Persona/Empathy Map |
| User Journey | Inferential Statics |

Development

HTML, CSS (Bootstrap), JavaScript (D3, jQuery)

Basics for communicating with engineers: Java, Python, PHP, SQL, Hadoop and Processing

AWARDS

Microsoft ID@XBOX Dream Campus Tour - Game Development Competition - Excellence Award

Academic Excellence Scholarship (Third-Class)
Dec 2016 Shanghai Jiao Tong University

Academic Excellence Scholarship (Second-Class)
Dec 2015 Shanghai Jiao Tong University

Academic Excellence Scholarship (Second-Class)
Dec 2014 Shanghai Jiao Tong University