

Xinger (Stella) Cao

EdTech Product Design Enthusiast

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Base: Philadelphia / Shanghai

WORK EXPERIENCE

Product Manager Intern

Jiliguala Network Technology Co., Ltd

Nov 2020 - May 2021 - 7 mons, Shanghai

- Participated in producing a gamification learning product called *Guagua Literacy*: designed one of the learning modules; did competitive product research and Kid's testing (user research).
- Promoted a general functional demand for a recording module that optimizes and unifies users' experience.
- Helped produced an English learning game product through *Cocos Creator* as well as the *JSON* scripts.

Instructional Content R&D Assistant

KnowYourself Educational Technology Co., Ltd

Jan 2020 - Mar 2020 - 3 mons, Shanghai

- Developed content for an online psychological course.
- Helped conduct the iteration of offline workshops: proofread foreign tutors' scripts, adjusted the workshop framework, etc.
- Tracked users' experience through following up their comments on social media platforms and interviewing them by phone calls.

Fifth-grade English Teacher Intern

Luxiang Experimental Elementary School

Sep 2019 - Nov 2019 - 3 mons, Suzhou, Jiangsu Province

- Designed the teaching plan and slides for the fifth-grade English class, and conducted English class to fifth-grade students.
- Assisted in class management and homework review.

TOOLS & SKILLS

Industry Knowledge

Product Design; Instructional Design; User Research; Flowchart & Rapid Prototyping; Digital Media Production

Tools and Technologies

Figma, Axure RP, Whimsical; Python, MySQL, R, HTML; Aegisub, FFmpeg, Adobe Creative Suite: PR, AI; Microsoft Office Suite

Language

Chinese (native); English (professionnal, TOFEL105)



EDUCATION

Master of Science in Education (Learning Sciences & Technologies)

University of Pennsylvania

2020 - 2022, Philadelphia, PA

GPA: 3.82 / 4.0

Course: Design of Learning Environments; Measurement & Assessment; Big Data & Education Society, etc.

Bachelor of Education / Bachelor of Science in Psychology

Central China Normal University

2016 - 2020, Wuhan, Hubei Province

GPA: 3.62 / 4.0 (top10%)

Course: Developmental Psychology, Educational Research Methods, Educational History, Social Psychology, etc.

PROJECT EXPERIENCE

Easy Campus (A product proposal)

Tencent Lighthouse Product Competition

Nov 2021 - Jan 2022 - 2 mons, Remote

- An informal product proposal for 2021 *Tencent Product Competition*.
- A management SaaS designed for higher institution to optimize academic and academic working experience.
- Personally produced the prototype of OA module and conducted the competitor analysis.

Number Pioneer (Board Game Design)

Course Final Project

Oct 2021 - Dec 2021 - 2 mons, Philadelphia

- A coursework at Penn for EDUC552 (Video Games and Virtual Worlds).
- A mathematical board game designed for elementary school students to practice arithmetic operations.
- Personally produced the prototype and conducted the need assessment.

SOCIAL

LinkedIn

<https://www.linkedin.com/in/xinger-cao-11725b157/>

Website

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