

纪浩翔

求职意向：UX Designer

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I 教育背景

2019年9月-2023年6月（预计毕业） 昆明理工大学 工业设计专业 学士在读
在读期间GPA为

I 项目经历

2021年3月——2021年8月

独立进行了中国大学生计算机设计大赛二等奖项目“2022北京冬奥智慧导览系统”的设计开发，从发现痛点到构建用户使用场景，创造性的提出了用电子导览配合生物识别的个性化导航场景，并依据此完成了制作保真模型到开发的流程，编译了可以实际使用的Demo。

2021年4月——2021年7月

参与了省级“互联网+”大学生创新创业大赛金奖项目“千年古红米,福泽千万家”，在项目中为哈尼梯田周边区域的村落发展的线上售卖提供了设计方案，并参与了这一公益项目的白鹇鸟周边产品设计。

2022年1月

参与了浙江大学IOS科技设计Hackathon一等奖项目“追声”的设计工作，提出了产品的核心功能创意点，依据此创意完成了产品UI和界面逻辑的设计，并参与了汇报答辩。

I 校内经历

在昆明理工大学周祎德博士工作室担任学生负责人。
在昆明理工大学工业设计系17级毕业展中担任宣传策划。

I 技能展示

获奖经历

作为项目唯一参与人员，获得2021年(第14届)中国大学生计算机设计大赛二等奖。
作为主要参赛人员，获得第七届云南省“互联网+”大学生创新创业大赛金奖。
作为主要设计人员，获得2021浙江大学IOS科技设计Hackathon一等奖。

语言能力

完成大学期间专业英语课程，平均绩点达到

软件能力

熟练使用Axure、Figma、Adobe XD、Adobe Illustrator等进行原型和矢量图设计。
同时可以使用Adobe Premiere Pro、Adobe Photoshop、Excel、Word、PowerPoint、Rhino、Vray、Keyshot完成对多媒体、文档等操作。

编程能力

简单使用C++编写常见算法、使用Python编写常见功能，了解软件前后端运作基本原理。

Haoxiang Ji

Intended position: UX Designer

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Education

September 2019 - June 2023 (expected to graduate) Bachelor's degree in Industrial Design, Kunming University of Technology.
Education GPA is 3.0.

Project Experience

March 2021 - August 2021

Independently designed and developed the "2022 Beijing Winter Olympics Smart Guide System", the second prize project of the China Student Computer Design Competition, from discovering pain points to building user scenarios, creatively proposed a personalized navigation scenario using electronic guides with biometrics, and completed the process from making a fidelity model to development based on it. We have compiled a demo that can be used in practice.

April 2021 - July 2021

Participated in the gold medal project of the provincial "Internet+" college student competition, "Thousands of years of ancient red rice, blessing millions of families", and provided online sales design solutions for rural development in the areas around the Hani terraces, and also involved in the design of the Lophura nycthemera peripheral products for this charity project.

January 2022

Participated in the design of "Sound Chase", the first prize project of IOS Technology Design Hackathon of Zhejiang University, proposed the core function idea of the product, completed the design of UI and interface logic based on this idea, and participated in the report defense.

On-campus experience

Worked as a student leader in Dr. Yide Zhou's workshop at Kunming University of Technology.
Publicity planning in the graduation exhibition of the Department of Industrial Design, Class of '17.

Skill

Awards

As the only participant of the project, won the second prize in the 2021 (14th) China Student Computer Design Competition.

Won the gold medal in the 7th Yunnan Province "Internet+" Student Innovation and Entrepreneurship Competition.

Won the first prize of 2021 Zhejiang University IOS Technology Design Hackathon.

Won the third prize in the Heilongjiang National Olympiad in Informatics in Provinces.

Language skills

Completion of English courses in the university with a GPA of 3.0

Software skills

Proficient in prototyping and vector drawing design using Axure, Figma, Adobe XD, Adobe Illustrator. Also can use Adobe Premiere Pro, Adobe Photoshop, Excel, Word, PowerPoint, Rhino, Vray, Keyshot to complete the corresponding software operations.

Programming skills

Simple use of C++ to write common algorithms, use Python to write common features, and understand the basic principles of front and back-end software operation.