

# JINGXIAN SU

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📍 <https://github.com/sujingxian>

## ABOUT ME

I am creative, hardworking, and passionate. I always have a variety of ideas and like to think of solutions to all problems that I met. Then, when I develop my projects, I could have a high concentration on my work. Also, I have a high desire to gain more knowledge.

## EDUCATION

### University of Tasmania

Master Of Information  
Technology and System

2019 - 2021

### Hunan Institue of Science and Technology University

Bachelor Of Accounting

2013 - 2017

## EXPERTISE

Mobile Application development

C#/C++/HTML/CSS/Javascript

Unity/Unreal

Adobe series

Figma

Blender

## EXPERIENCE

### Software Programmer

2021-2021

- Using mathematical and algorithmic techniques including OpenGL, Matrix, and Vector to generate computer graphics and animations(C++)
- Calculating and creating Mesh 3D Objects and connecting Objects with joints
- Creating animations with many renderer techniques including practical systems, terrains, skybox, and background music to make animations better

### Mobile application developer/ UXUI designer

2020-2020

- Designed a marking system mobile application by using Balmaqi.
- Running the usability test to make sure the application could use easily.
- Developed the applications in XCode and Android Studio() based on the prototypes by using UI Kit including Cocoa Touch and other Controllers
- Connect the data with Firestore to make sure data could be stored

### UX/UI Designer

2022-2022

- Held some secondary research better understand user pain points.
- Creating wireframes and integrating as much as possible information to increase hiking safety rates.
- Planning and facilitating usability tests of prototypes to refine UX design.
- Developed the interface of the application in the IOS platform by using UI Kit

### AR/VR developer

2021-2021

- Design the XR application
- Held meetings with team members to discuss applications and solve problems
- creating 3Dobjects for application by using Blender
- Planning and facilitating usability tests of prototypes.