

Education

Tufts University, Medford, MA

September 2012 - May 2014

Master of Science in Computer Science

Research Focus: Human Computer Interaction (HCI)

GPA: 3.51

Shandong University, Shandong, China

September 2007 - June 2011

Bachelor of Engineering in Digital Media Technology

Work Experience

Tufts Center for Engineering Educational Outreach (CEEEO), Medford, MA

September 2014 - Present

Project Manager, UX Designer

- Design iPad and web user experience for a medical education tool for a northeastern teaching hospital.
- Managed a team of three on the design and development of the tool.
- Conduct user research, design sessions and usability tests, generate progress reports, liaise with stakeholders.

Tufts University HCI Lab, Medford, MA

September 2013 - May 2014

Research Assistant

- Assisted in the experiment design of a Brain Computer Interfaces (BCIs) study on utilizing users' brain signals with Functional Near Infrared Spectroscopy (fNIRS) technology to improve Google Glass notification timing.
- Implemented the experiment prototype in C# with Unity 3D and a result data analyzing tool in Java.
- Generated comprehensive project report and the experiment design section of the paper manuscript.

Shandong High Performance Computing Center, Shandong, China

June 2011 - February 2012

Software Engineer and Research Intern at the HCI and Virtual Reality Lab

- Assisted in a study on applying motion capture technology to improve learners' performance on martial arts learning.
 - Supervised three other interns and implemented a 3D online military boxing teaching system for the study.
 - Performed a study on improving usability of a conference scheduling tool by adding cognitive navigation aids.
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Relevant Projects

FitPlan - User Experience Design Project

July - October 2014

- Worked with a visual designer and created user experience and user interfaces for a mobile app for fitness plan sharing, workout tasks scheduling and personal performance tracking.

CollaboRead - User Research Project

October - December 2013

- Conducted contextual user research for 8 weeks to design and test an iOS based collaborative learning tool for the radiology department of a northeastern teaching hospital.
 - Worked in a team of four and created work models, personas, storyboards, wireframes, and low and mid fidelity prototypes. Produced 20 pages user research and usability testing report.
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Publication and Patent

- **Shiwan Zuo**, Manyi Li, Yating Yue, Quanwei Li, Shuai Liu, and Guosheng Wu. "NavPlanner: A Conference Schedule Planner and Navigation System." *Bulletin of Science and Technology* 11 (2012): 035.
 - Yang, Chenglei, **Shiwan Zuo**, Guosheng Wu, Li Liu, Chao Gao, Xiaoting Wang, and Lu Wang. "China Patent: CN202487010 - Military Boxing On-line Teaching System Based on Internet Platform" October 10, 2012.
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Skills and Methods

- **Softwares:** Adobe Photoshop, Sketch, Balsamiq Mockups, Axure RP, Maya (3D Modeling), Unity 3D
 - **Programming Languages:** Java, Python, HTML/CSS, JavaScript, C#, MATLAB
 - **Methods:** Wireframing, Storyboarding, Prototyping, Think-Aloud, Contextual Inquiry, Heuristic Evaluation, Usability Aspect Report, Work Flow Modeling, Personas/Scenarios
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Personal Interests

- Trying out new digital products, Swimming, Fine Arts (assisted in two fine art exhibitions in college), Movies (directed two short movies in college), Creative Writing (published a science fiction in middle school)