

# Yuxin Xu

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## Summary of Qualifications

- Rich actual practice in UX design through academic study.
- Skilled at industry-standard design toolset, such as Adobe Suite, Balsamiq, InVision.
- Experienced in working with academic teams with the Human-Computer Interaction relative topics.
- Excellent team-player for having efficient communication skills and being responsible for tasks.
- Strong ability of critical thinking; be able to propose, evaluate, analyze, and make a conclusion about a new idea.
- Well-built multi-cultural perspective and great adaptability to fit in the different environments quickly.

## Education

### **Candidate for Bachelor of Arts, Global Business and Digital Arts**

University of Waterloo, Waterloo, Ontario, Canada

Sept 2017 - Apr 2021 (Expected)

### **Exchange Student, International Business**

National Taiwan University, Taipei, ROC (Taiwan)

Sept 2019 - Jan 2020

### **CEGEP, Honnor Commerce**

Marianopolis College, Montreal, Quebec, Canada

Sept 2015 - Apr 2017

## Experience

### **Assistant Designer, Huawei Technologies Canada Co., Ltd, Internship**

May 2020 - Aug 2020

- Contributed to the bid for Mobile HCI 2022 in Vancouver. Main work involved including sales quotes requiring and layout design for the final proposal.
- Woked in the User Experiment Design team for the Future PC project. Did the majority of background research in the dual-screen system regarding user interaction through academic resources, personal try-on, and secondary data gathering. Also, devoted to the brainstorming phase for hand-pen cooperation when using a dual-screen laptop and for GUI (graphic user interface) change of virtual keyboard; one of the ideas has been revised and incorporated into the prototype design. Moreover, participated in phase 1 deliverable and made a high-fidelity prototype in video format for virtual keyboard GUI (graphic user interface) change.
- Received the certificate of "Excellence Internship".

## Volunteer

### **Secretary, ICACHI, Part-time**

May 2020 - Present

- Working as the secretary for ICACHI (International Chinese Association of Computer-Human Interaction) to assist the events' organization.
- Arranged four episodes of ICACHI Online Forum. The specific jobs included contacting host/guest speaker, contacting live stream platform, setting-up meetings and rehearsals, and managing social media promotional activity.

- Participated in the election of 2020 ICACHI Award and the election of 2020 ICACHI Executive Council. Used a 3rd-party platform to form a nominating and voting website, and used Excel to consolidate the answers and count the votes. Also, was in charge of official email communication with the association.

#### **Research Assistant, Xiamen University, Part-time**

Aug 2018 - May 2020

- Used academic platforms, the internet, books, and magazine to collect secondary data in the early research stage to gather background information to help the team brainstorming ideas.
- Worked part-time as the co-translator of papers that intend to post on academic journals related to the Human-Computer Interaction field.
- The past projects involved including:
  - A Multimodal Affective Computing Approach for Children Companion Robots
  - AdAssist: Interactive Visual Guidance for Experienceless and Novice Users to Create Advertising Video
  - More Than a Show: Engaging HCI with Intangible Culture Heritage Glove Puppetry
  - When Marionettes Meet Robots: A New Interactive Form of Ancient Marionette Control Techniques
- Among all the projects, *A Multimodal Affective Computing Approach for Children Companion Robots* is published on Chinese CHI, 2019.

### **Skills**

- **UI Design**  
Adobe XD, HTML, CSS, JavaScript, JQuery
- **Graphic Design**  
Adobe Photoshop, Adobe Illustrator
- **Video Editing & Motion Graphic**  
Adobe Audition, Adobe Premiere, Final Cut Pro, Adobe After Effects
- **Office Tool**  
Microsoft Word, Microsoft PowerPoint, Microsoft Excel, WPS
- **Language**  
Native Chinese, Full professional English, Elementary Japanese

### **Projects**

- **"Soul Garden" Long Term Project**

Sept 2020 - Jan 2021

A conceptual product that aims to solve the shortage of cemetery space in China by changing people's traditional perception of death.

- **Interactive Umbrella Stand**

Sept 2019 - Jan 2020

An interactive umbrella designed based on "Fun Theory" that uses positive feedback to encourage users to put their umbrellas in order.

- **"Keep Me Alive" Game**

Sept 2019 - Jan 2020

A little independent game developed based on Unity in which targeted users are younger kids. Players need to control animal characters to skip garbage but eat food to survive. The game meant to raise children's awareness of today's pollution issues.

- **"Fix It" Repair-man Finding App**

Jan 2018 - Apr 2018

"Fit It" is an app that aims to solve the daily life pain point of the Chinese immigrant group in Canada. It is an app that helps local Chinese to find skilled repairmen who have no language barrier during working.