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A fast-minded, creative and self-directed problem solver with a deep empathy for users, an attitude of exploration and openness, a passion for emerging technology, an eye for visual aesthetics, and a knack for digging insights and simplifying interactions

I'd love to design for people's better life and the promising future!

Education

Master of Human-Computer Interaction and Design University of Washington (UW), Seattle <i>User Research, Prototyping Studio, Visual Design, User-Centered Design, DataViz</i>	09/2013–09/2014
Bachelor of Science, Applied Psychology Zhejiang Sci-Tech University (ZSTU), China	09/2009–06/2014

Skills

UX Research Quantitative & Qualitative Research; Ethnography Study; Usability Testing
Design Sketching; Wireframes; Rapid Prototyping; Infographics; Video Editing
Tools Photoshop, Illustrator, Indesign; Axure, Flinto; ApplInventor, Arduino; Final Cut
Development HTML, CSS; C, Python, Javascript (basic)

Experience

UX Designer ilol.biz Spearhead major web UI re-factoring; Design elegant user-advocate solutions and features; Increased marketing sales	01/2014–present
UX Designer University of Washington Future of Retail, Microsoft & Point B - Innovate in-store experience Trace, Physical Computing Lab - Handled wearable design and prototyping Traffic Simulator, UCI Design - Translated client needs into intuitive interactions Waggit - Bridge dog owners and walkers, Directed research, prototyping and visual design	09/2013–present
Co-Founder Chinese UX Professionals in U.S. Initiated and manage a 200+ Chinese UXers professional group	01/2014–present
Research Assistant Human Factors & User Experience Lab, ZSTU, China Directed cognitive and social psychology research projects Promoted successful eyetracking and behavioral experiments Excavated insights from thousands of complex data	10/2009–06/2013
Volunteer 2014 Hive Conference, 2014 AIGA & IxDA events, 2013 IxDC	06/2013–present