Xiaoxiang Ma

Product + Interaction Designer

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Education

Cornell University

Expected May 2021
B.S. Information Science
Minor in Game Design
Minor in Design and Environmental Analysis

Skills

Tools:	**Design:**
Sketch	User Research
Illustrator	User testing
Photoshop	Sketching/Rendering
Solidworks	Storyboarding
InVision	Wireframing
HTML/CSS	Physical Prototyping
Java/Python	Physical Machining

Activities

Creative designer • *Guac Magazine*
Nov 2017 – Present
Design content & layouts for published travel magazines

Content designer • *International Students Union*
Sept 2017 – Present
Create graphic designs for International Gala and ongoing cultural events

Airframe designer • *Cornell Rocketry*
Fall 2017
Designed separable wiring module for the recovery systems and structure of NASA SL competition rocket

Experience

UX designer/ Usability engineer • *Spect*

May 2018 – Present

- Design and render 3D animation for Spect market branding
- Conduct usability testing and user research in Smiths school BOCES to improve product strategy
- Designed digital UI for beta testing mobile app
- Developed front-end app integration in Unity

Ergonomics engineer • *Cornell Baja*

September 2018 – Present

- Design body panels of an off-road vehicle to participate in the BAJA SAE competition
- Create CAD of thermoforming plugs for the body panels
- Constructed mannequin testing in Solidworks to acquire areas of discomfort

Research assistant • *Cornell HCI Design Lab*

June 2018 – Present

- Implement 10 needles in a 3D crochet machine to allow knitting of objects with a maximum cross section of 2 by 5 knots.
- Designed yarn extruding and yarn clamp mechanism for 3D crochet machine
- Created Gcode commands for extruder movement control
- Designed and fabricated extruder, gear racks, and motor brackets using 3D printing
- Created converter scripts to translate Fusion360 commands into Gcode