Xiaoxiang Ma

Product + Interaction Designer

xm53@cornell.edu www.xiaoxiangma.ml (607)229-9675

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
Blender	Storyboarding
InVision	Wireframing
HTML/CSS	Physical Prototyping
Solidworks	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

Usability engineer/ UX designer • 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