XINGYU LI

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EDUCATIONAL BACKGROUND

University of Nottingham Ningbo China Sept.2016-Jun.2020

- **Major**: Product Design and Manufacture (B.Eng) First class
- **GPA**: 3.84/4.00
- **Core Courses**: Design Communication, Materials and Manufacture. Industrial Design and Professional practice, User Centered Research and Design, Engineering Design (Mechanical design) and Design Project. Finite Element Analysis
- **Honor&Awards**: University of Nottingham Ningbo China Head's Scholarship (2018)
  IED individual prize award

Georgia Institute of Technology August. 2020-Now

- **Major:** Master of Industrial Design (MID)
- **GPA:** 3.90/4.00 (until now)
- **Core Courses:** ubicomp, human centered design, health and wellness, Service Design & Brand, consumer electronic design, poetic product design

RESEARCH EXPERIENCE

Undergraduate Research Assistance Jul.2018-Sept.2018

- Helped professor do user research, including interview, questionnaire and filed research. Collected the data and analyzed it;
- Came up with several concepts. Built up CAD model in Solidworks and made the functional prototype;
- Communicate with company and record their design requirements.

Graduate Research Assistance Jan.2021-Now

- Improve the user experience of the wheelchair which allows people to poop. Design the function of the transfer board to ensure that users can use it safely and comfortable.
- Design the mechanical structures inside the product, including sketching, engineering drawing CAD model and prototype.

SNIF Project Jan.2021-May.2021

- The aim of our project is to build up a bridge between handler and canine. I will use IMU and sound sensors to define behavior patterns of dogs when they are sniffing. There are three main tangible goals and outcomes may come up, a wearable prototype which helps to collect data, a software, which shows and collects data, and a dat a base with labels which help researchers do further study.
- In the project, I build up a wearable device using Bluetooth to transfer the data from sensors to our computers which minimizes the end user's need to interact with computers as computers.
- Did basic data analysis and ready for machine learning. Design a wearable device to collect data.

INTERNSHIP EXPERIENCE

Xinyi Technology Co., Ltd.—UI/UX Designer Jul.2018-Sept.2018

- Started a business as a shareholder, designed and developed an website to provide a platform for university students to express love, users released information and comment through the platform;
- Completed the design and operation of the platform in University of Nottingham Ningbo China, conducted the UI design of the website including vision, interface, function, icon design through utilizing PS, AI, H5;
- Proposed a design scheme for the technical team and discussed the feasibility of the plan.

Kunshan "Goodbaby" Perambulator Factory--Asia Pacific Engineering Intern Jul.2018-Aug.2018

- Participated in the production and manufacture of baby carriage, analyzed the needs of Japanese customers and adjusted the product design scheme;
- Analyzed product design, dismantled vehicle to study the internal structure, analyzed institutional design basis and requirements, participated in the whole process of production and quotation;
- Proposed the solution for baby carriages braking systems testing, completed modeling of two components and testing of one component during the internship;
- Translated the English materials in the production process for the team and communicated with the foreign clients.

EXTRACURRICULAR ACTIVITY

UCD Design Report Apr.2019.

Bamboo Weaving Bowls Design

- Redesigned the bowls to guide children to focus on the eating process, completed the evaluation and analysis of UCD, designed the diameter, depth, shape and material of the bowl, and conducted the usability test;
- Utilized three main kind of UCD evaluation methods, including surveys, usability test and expert evaluations, to make the product more user-friendly, conducted Rapid Upper Limb Assessment (RULA) to integrate the familiar shapes of children into the design;
- Used interaction methods to improve user experience, designed questionnaires, and applied the theory of Emocards to strengthen the interaction between children and the tableware,
- Analyzed the main interaction behaviors of children at each stage and extracted the body data to ensure the user's comfort, determined the size of my product, used Jack software for evaluation.

Taiwan Electronics Company Cooperation Project Nov.2018-Jan.2019

- Completed the product design of the electric competition earphone within 6 weeks, including product definition, user analysis, modeling, rendering, completed the final product design, discussed the commercial value of the product with the company and made suggestions.

Design Project of Weeding Machine

- Led a 10-person team to complete the product design of the lawn mower, including preliminary investigation, design, modeling, rendering and manufacturing.

VOLUNTEER EXPERIENCE

Care for Autistic Children

- Participated in activities to help autistic children recover, visited these children every week, assisted them to complete the learning content required by teachers, hold lectures and designed games for children.

OTHER INFORMATION

- **Personal Skills**: proficient in Word, Excel, PowerPoint, PS, AI, ID, C4D, KeyShot, SolidWorks, Procreate, Sketching, digital rendering, mechanical design, Arduino, IOT, Basic machine learning, Sensor Data collection and analysis ;
- **Award & Honor**: 2019 China (Wuyi) Power Tool Design Competition (Top 100).
  IDA honor design award
  The 5th G-Pioneer & Co:lab Online Global University Innovation Challenge 2020 (TOP 20 award)