XUENAN XU
User Experience Design

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EXPERIENCE

07/2019-Present, Center for Academic Innovation

USER EXPERIENCE DESIGNER

- Led the UX research and design of an web application for enhancing the online learning motivation of Coursera and edX learners by conducting UX research, designing and running design workshops, wireframing, prototyping, building the design system and conducting user testings.
- Leading the UX design of a data visualization platform that displays data of CAI portfolio to stakeholders from the office and the campus.
- Co-worked with another UX designer to improve the usability and re-brand the current Michigan Tailoring System, an internal tool for behavior scientists to tailoring messages for learners.
- Participated in the frontend implementation by using HTML, SCSS and Vue.
- Mentoring a UX designer student fellow.

05/2018-04/2019, Center for Academic Innovation

USER EXPERIENCE DESIGN INTERN

- Participated in the UX design and research of Michigan Online, an online learning portal that offers the U of M community all the online learning opportunities created by U of M, by working with another UX Designer, Marketing Specialists, Behavioral Scientists and Developers.
- Collaboratively worked with another designer to design the Submission Gallery online tool by redesigning the initial wireframes and designing the visual system. The tool is now alive for Coursera and edX learners to share and peer review their submissions on the platform.
- Independently designed the Recommender online tool by conducting competitive analysis, wireframing, prototyping and usability tests. The tool is now alive for Coursera and edX learners to get tailored recommendations of actions to take after taking the online course.
- Participated in the design and re-redesign of GradeCraft, a gameful learning platform, including re-designing the course-level dashboard to improve the information architecture and the icon set to align the brand guideline, designing the student self-grade pages and error pages.

PUBLICATION

Nathan Magyar, Xuenan Xu, Molly Maher

Creating and Evaluating a Goal Setting Prototype for MOOCs

CHI EA '20: Extended Abstracts of the 2020 CHI Conference on Human Factors in Computing SystemsApril 2020

EDUCATION

2017 - 2019
University of Michigan

Master of Science | Information Science
Concentration in UX Design & Research

2013 - 2017
Hefei University of Technology

Bachelor of Science | Information Science
Management Information Systems

SKILLS

UX RESEARCH	UX DESIGN
Competitive Analysis	Persona
Interviews	Story Mapping
Survey	Sketching
Affinity Analysis	Wireframing
Heuristics Evaluation	Prototyping
Usability Test	

TOOLS

- Sketch
- InVision
- Adobe Photoshop
- Adobe Illustrator
- Adobe XD
- Figma
- Framer

CODING

- HTML
- CSS
- Javascript
- Python