

Zixi Pan

(812) 369-6608 | zixipan@umich.edu

EDUCATION

University of Michigan, Ann Arbor, MI

Fall 2019 – Spring 2021(expected)

Master of Science in Information

- Major track: Data Science / Data Analytics / Computational Social Science
- Minor track: User Experience (UX) Research and Design / Human Computer Interaction (HCI) / Social Computing

Indiana University, Bloomington, IN

Graduation: December 2018

Bachelor of Science in Informatics

- Minors: Business and Financial Literacy
- Cognate: Business

Cumulative GPA: 3.76/4.0

Awards and Honors: Dean's List, Graduation Distinction

EXPERIENCE

Indiana University, Bloomington, IN

Fall 2017 – Fall 2018

Undergraduate Instructor

- Assist professor with teaching analytical methods, and logical and mathematical tools used in information sciences
- Grade homework, quizzes and exams for students
- Meet with students to help better understand course content and answer any questions
- Lead labs and teach students with other UIs

Indiana University, Bloomington, IN

Spring 2017 – Fall 2017

Undergraduate Mentor

- Provide timely help for Undergraduate Instructors
- Work directly with students to guide them towards a better understanding of course material
- Provide introduction to information representation, relational databases, system design, propositional logic, cutting edge technologies; laboratory emphasizing information technology including webpage design, word processing, and databases using tools available on campus.

China National Machinery IMP. & EXP. CORP, Beijing, China

Summer 2017

Tendering & Bidding Agency Worker

- Plan, arrange and hold meetings for bidding firms
- Collect data and record content during the meetings
- Design and post the letter of acceptance
- Call each company about the result and answer questions
- Provide and collect the materials for bidding companies

PROJECT AND CLASS

SI 501: Contextual Inquiry and Consulting Foundations

Fall 2019

- Consulting project for Domino with group:
 - Carried out literature research
 - From 6 contextual interviews to understand problem
 - Use affinity diagramming to analysis qualitative data and synthesize 6 main findings
 - Give 2 overall recommendations and 3 existing tools through presentation and formal report
 - Skills learned: Client engagement, Teamwork, Project management, Semi-structured interviews, Qualitative data analysis, Sensitivity to organizational dynamics and Rating/organizing solutions

SI 582: Introduction to Interaction Design

Fall 2019

- Find out a social problem and provide possible solutions
- Use methods: Research, Competitive analysis, Interview, Need finding, Sketch, Storyboard, Scenario and Personas
- Make story mapping, project roadmap and use QOC method to get final decision
- Design prototype by using InVision, Adobe XD and Figma

Capstone Project for Hoosier National Park

Fall 2017 – Spring 2018

- Create a website with team:
 - Collect data from light sensors in Hoosier National Park and save in database
 - Locate sensors positions and show on the map page
 - Display data in map page and graph page to help users find a clear place with low light pollution
 - Give admin users authority to add or remove sensors
 - Show weather, relevant references and news about Hoosier National Park

TECHNICAL SKILLS

- Proficient: Python, R, HTML, CSS, Adobe InDesign, Adobe XD, Adobe Illustrator, InVision, UX Design, Figma
 - Familiar: MYSQL, PHP, JavaScript, JupyterLab, Unity, Blender, Microsoft Excel, Microsoft Word, Graphic Design
 - Basic: Tableau, D3
-