

## EXPERIENCE

**Interaction Design Contractor, Social Security Administration** April - September 2011

Worked in the Usability Center at SSA Headquarters conducting user requirements analysis, task analysis, stakeholder interviews, design synthesis, conceptual modeling, interaction design, and usability testing for both internal and public facing applications.

**Media Developer, Option Six, Inc.** November 2010 - March 2011

Worked with Media Development, Content Development and Instructional Design teams to create and update interactive instructional tutorials on a variety of projects. Clients included: Pfizer and Eli Lilly.

**User Experience Design Intern, SproutBox, LLC.** July - October 2010

Worked closely with the client and the SproutBox development team on MyJibe.com, an online personal finance tool. Collaborated with the client to create a requirements document. Created personas, concept maps, flow diagrams, wireframes, experience prototypes and storyboards to help communicate design concepts.

**Prototyper, the ETHOS Lab, Indiana University-Bloomington** September - December 2009

Created physical prototypes using micro computers, sensors and other tools for various projects that aimed to enable elders to maintain their privacy, while taking full advantage of home-based computing for their health and personal safety.

**Interaction Designer, pixSmix, Inc.** June - September 2009

Worked closely with the founder and design lead in the early phases of pixSmix.com, a conceptual design to facilitate human connection through visual expression and interpretation. Contributed to brainstorming session on interaction patterns, flows and design strategies. Gathered design insights through participation in a task-based focus group. Created and iterated on site maps and wireframes.

## EDUCATION

**Indiana University-Bloomington, United States.**

Master of Science, Human-Computer Interaction/Design, May 2010

**Jilin University, China.**

Bachelor of Science, Computer Science & Technology, June 2008

## METHODS & SKILLS

**Human-Centered Design Methods**, including Focus Group, Contextual Inquiry, Personas, Affinity Diagramming, Cultural Probes, Card Sorting, Sketching, Wireframing, Storyboarding, Site Mapping, Usability Testing

**Prototyping Skills**, including programming skills in HTML, CSS, JavaScript/jQuery, Processing; Software skills in Adobe Photoshop, Adobe Flash, Adobe Illustrator, Adobe Fireworks, Adobe Dreamweaver, Adobe InDesign, Axure, OmniGraffle, Final Cut Pro X, iMovie, Keynote; Hardware skills in Arduino and Phidgets