

# Miaojun Xu

User Experience Designer

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I pride myself in being a great listener, a passionate gamer, and an amateur craftswoman. A good design to me is unexpected but reasonable. I like being friends with people, technology, entertainment, and new challenges.

## Experience

### **Squirrel AI Inc. (Capstone Project) | Product designer**

*Mistake analysis online learning system · Jan 2020 - Aug 2020*

- Lead an interdisciplinary team that designs a new feature to help students with metacognitive skill development and received 95% positive feedback from 830+ users.
- Collaborate closely with stakeholders across Squirrel AI to create a new information architecture and shape product strategy.

### **CodeMao Inc. | Game UX designer**

*Visual programming community · May 2018 - Sep 2018*

- Created 6 web-based mini-games from scratch with 1000+ players and 95%+ positive review.
- Owned an online machine armor design competition with 50+ participants and 5k+ viewers through crossover cooperation.

### **Apartsa Inc. | UX design lead**

*College forum for studying aboard · Sep 2017 - Aug 2018*

- Led the design vision and product direction of a UGC platform.
- Designed new features and overhauled the experience design with a 60% DAU improvement.

## Awards

1st Place | Tencent Mini-Game Design

2nd Place | Tencent MOBA Game Design

Top 3 design award | UC, Berkeley

## Tools

Adobe Creative Suite, Sketch, Figma

Axure, Balsamiq Wireframes

Voiceflow, HTML/CSS/JS, Python, C++, Scratch

Tableau, Matlab

## Education

### **Carnegie Mellon University**

**M.S., Human-Computer Interaction Institute**

*2020, Pittsburgh, PA*

GPA: 3.98/4.0

Merit Scholarship · 2019

### **Chinese University of Hong Kong, Shenzhen**

**B.Eng, Computer Science**

*2019, Shenzhen*

National Scholarship · 2016, 2017

Undergraduate Research Award · 2016, 2017

## Selected projects

### **EureKAS | UX designer**

*Reflection tool in project-based learning*

*Sep 2019 - Dec 2019*

- Redesigned the workflow and end-to-end interactions of a web-based reflection tool for middle school students.
- Worked closely with stakeholders across Kentucky Avenue School and improved user satisfaction by 80%.

### **Chocolate Therapy | UX design lead**

*Web-based puzzle game of emotion exploration*

*Mar 2020*

- Owned a web-based puzzle game to evoke players' emotions by engaging storytelling.
- Overhauled the interaction design and led 3 rapid prototyping sessions with 20+ playtests.