

SIXUE CHENG / UI/UX Designer

EDUCATION

Carnegie Mellon University

Master of Entertainment Technology
Pittsburgh / Expected May. 2020

Beijing University of Technology

BE in Industrial Design
Beijing / Sep. 2014-Jul. 2018

SKILLS

Design & Research:

Wireframing
Visual Design
Rapid Prototyping
User Research & Persona Creation
Storyboarding
Usability Testing
Data Visualization

Tools:

Adobe Creative Suite
(Ps, Ai, Xd, Dw, Id, Pr, Ae, Au)
Sketch, Zeplin, Principle, InVision
Unity
Python
Tableau
Arduino
Solidworks, Sketchup, CAD
Imovie, Final Cut Pro, Logic Pro
Heavy M
Microsoft Office

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EXPERIENCE

Liftoff PGH Research Assistant

HCII, Carnegie Mellon University / Pittsburgh / Sep. 2019 - Dec. 2019

- Ideated, innovated, and developed a pre-production package
- Conducted research with clients, target users, related products and documentation
- Brainstormed a conference tool for a healthcare innovation conference to stimulate networking during event enhance idea of future healthcare with gamification concepts
- Took major part in creating wireframes user-centered interfaces, journey map and rapid prototypes

iQiyi UI/UX Design Intern

Beijing / Jun. 2019 - Aug. 2019

- Worked in iQiyi Global team with 10 members all in diverse roles
- Researched in other related video media products and user research in southeastern Asia
- Crafted interfaces as well as user experience for VIP subscription cashier, VIP benefits showcases, video information showcase, product placement, user agreement on different platforms (including Apple TV, Iphone and Gphone)
- Brainstormed and pitched ideas with other designers about how to design homepage of this recently released product

ACADEMIC PROJECTS

ChairJam UI&UX Designer

ETC / Pittsburgh / Fall 2019

- Conducted research about wheelchair and wheelchair user's lives
- Facilitated a game jam / hackathon experience with a cross-disciplinary group for both wheelchair-using and able-bodied participants
- Designed a VR experience to change people perceptions towards wheelchair
- Conducted prototype playtests and gathered user feedback from interviews
- Handled branding including website, fliers and social medias

EA Maxis UI&UX Designer

ETC / Redwood City / Spring 2019

- Created a VR slime, sandbox, god game with HTC Vive for Leap Motion based on client's former work
- Branding design, storyboarding and involved in generating ideas in game design and playtesting