

Sophia Xue



<http://sophiixue.com>



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412-951-4265

OBJECTIVE

UX/UI/Interaction Design

Full-time position starts from June, 2016

EDUCATION

Carnegie Mellon University

Master - May 2016

Entertainment Technology Center

Communication University of China

Bachelor - June 2014

Digital Media Technology

SKILLS

UX and Design

Research, Competitive Analysis

Wireframe, Prototype, User Test

Mobile Design, Visual Design

Web Design, Game Design

Illustration, Branding, Print

Softwares

Photoshop, Illustrator, Sketch

InDesign, InVision, Maya

After Effects, Premiere

Technologies

HTML, CSS, Javascript, C++

PROJECTS

Pocket Room | *Augmented Reality - Mobile App* Jan-May 2016

UX/UI Designer

Developed an application with Augmented Reality technology to improve furniture purchasing experience by visualizing how furnishings look in the scanned room.

Specialized in research, competitive analysis, UX flow, prototype and user tests.

Garage Sale Helper | *Personal Project - Mobile App* Dec 2015-Jan 2016

Interactive Designer

Created a mobile experience to help seller easily and efficiently organize goods.

Established personas, scenarios, flows charts, wireframes, high-fidelity screen.

Solidarity | *Academic Project - Mobile Game* Sep-Dec 2015

Experience/Visual Designer

Involved in research, UX flows, interfaces based on the Connected TV platform.

Designed a solid user interaction tutorial on a multiplayer game experience.

Worked closely with the UI engineers to implement UI features.

Travel Mate | *Academic Project - Responsive Website* Sep-Oct 2014

User Experience Designer

Redesigned the website for traveling to create an optimal user experience.

Participated in research, ideation, sketching, information design and prototype.

EXPERIENCE

Simcoach Games | *Pittsburgh-Pennsylvania* May-Aug 2015

UI/UX Design Intern

Transferred kiosk experience into mobile interactive design of Synthetic Interview.

Iterated user interface and experience for a training app which equips young adults seeking employment with soft skills and creating distinction from the rest.

China Central Television (CCTV) | *Beijing-China* July-Aug 2013

Assistant Director

Identified data from A/B test, online survey and qualitative research.

Produced TV programs, including research, design and arrange TV shows.

AWARDS

- **Blueprint Challenge in Imagine Cup**, World champion in 2015, hosted by Microsoft, a competition to break new ground, solve tough problems facing the world today, and turn ideas into a business.
- **International Serious Play Awards**, Gold in Healthcare category, held by Serious Play Conference. This recognition program honors outstanding titles deliver a high quality of engagement and measurable training or learning opportunities.
- **First Penguin Award** gives to students who take the biggest risk for building the virtual world with the innovative quality of work.