

Mohan Bai

UI/UX Designer

mohanbai.com

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EDUCATION

Carnegie Mellon University

Master of Entertainment Technology

Aug 2017 - May 2019

Relevant Courses: Interaction Design Studio
Building Virtual Worlds | Visual Story

Dalian University of Technology - China

Master of Fine Arts in Design

Sep 2013 - Jun 2016

Relevant Courses: Interaction Design & Theory
Design Psychology | Universal Design

Bachelor of Engineering in Industrial Design

Sep 2009 - Jun 2013

Relevant Courses: Visual Communication Design
Design Sketch | C Language | Kansei Engineering

EXPERIENCE

Neumedias Information Technology Co.,Ltd

UX Designer | Dalian, China

Jan 2016 - Apr 2017

- Participated in the developing of JD Nezha (a Child Reading Mobile App)
- Conducted user research and identified user need
- Created prototypes and iterated interaction design with Axure & Adobe XD based on research findings and product requirements document
- Participated in the product testing

Lenovo (Beijing) Co.,Ltd

UI Design Intern | Beijing, China

May 2015 - Sep 2015

- Worked in a 30 members' project team to iterate Lenovo Box (a Cloud Drive App to Business)
- Designed the user interfaces of Web and iOS/Android
- Participated in the layout design of the official website
- Delivered branded, visual design for marketing department, like banner, EDM, roll-up, etc.

@Studio Culture Creative Co., Ltd

Activity Planning Intern | Taiwan, China

Oct 2014 - Dec 2014

- Engaged in the exhibition design and the introduction of "Say A Kokey" Art Exhibition
- Participated in the planning and implementation of Christmas activities and lectures
- Designed stage props

ACADEMIC PROJECTS

NeuroACT

UI/UX Designer | CMU, Pittsburgh

Spring 2018 (In Progress)

- Explored natural interactions (hand gestures) based on the detection of EMG (Electromyography) signal
- Conducted competitive research and consolidated research findings
- Generated ideas and designed UI for 2 demos

Build Virtual Worlds

UX Designer/Artist | CMU, Pittsburgh

Fall 2017

- Collaborated with peers for creating 5 highly interactive virtual worlds, each project completed in 2 weeks
- Designed the interaction and UI components based on the platform of HTC Vive, Microsoft HoloLens and Fove.
- Responsible for 3D modeling, rigging, texturing

International Joint Innovation Design Workshop

UX Designer/Industrial Designer | Chiba, Japan

Nov 2015

- Worked in a 4 members' team, generated design ideas by conducting research and storyboarding
- Proposed a design solution of a full-LED-screen visualized refrigerator, carrying IOT and recognizable by interactive gesture
- Won the Creative Star Award of 2016 Casarte "Maker +"

SKILLS

Design

Storyboarding
Wireframing
Low-Fi/Hi-Fi Prototyping
Graphic Design

Software & Tools

Adobe Creative Suites
Sketch
Axure RP
Balsamiq

Research

Competitive Analysis
Contextual Inquiry
Survey
Usability Testing

Invision
Principle
Framer
Rhino / Maya

PUBLICATION

Research on the Method of Improving User Experience in Retail Stores by Intelligence.

Mohan B. & Wei X.

Art Panorama. (ISSN1002-2953)