Mohan Bai

UI/UX Designer

mohanbai.com
mohanb@andrew.cmu.edu
412-628-5607

OBJECTIVE

looking for 2018 summer internship opportunities in UX design.

EDUCATION

Carnegie Mellon University - Pittsburgh

Master of Entertainment Technology
Graduation: May 2019
Relevant Courses: Interaction Design Studio, Building Virtual Worlds, Visual Story

Dalian University of Technology - China

Master of Fine Arts in Design
Graduation: June 2016
Relevant Courses: Interaction Design & Theory, Design Psychology, Universal Design

Bachelor of Engineering in Industrial Design
Graduation: June 2013
Relevant Courses: Visual Communication Design, Design Sketch, C Language Programming, Kansei Engineering

WORK EXPERIENCE

Neumedias Information Technology Co.,Ltd

UI/UX Designer
January 2016 - May 2017
• Participated in the developing of JD Nezha (a child reading APP)
• Created prototypes and iterated interaction design with Axure RP & Adobe Experience Design based on research findings, user interaction map, user requirements documents.

Lenovo(Beijing) Co.,Ltd

Visual Design Intern
May - September 2015
• Worked in a 30 members' project team to iterate Lenovo Box (Public Cloud Drive)
• Designed the user interfaces of web client and iOS/Android client, and icon design for the official website.
• Designed the Banner, EDM and promotional materials in exhibition for Marketing Department.

@Studio Culture Creative Co., Ltd

Activity Planning Intern
October - December 2014
• Joined 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 @ CMU, ETC

UI/UX Designer
Spring 2018 (In Progress)
• Explored natural interation based on the detection of EMG(Electromyography) signals.
• Conducted user research and consolidated research findings.
• Designed UI for each demo and the final work.

Build Virtual Worlds @ CMU, ETC

UX Designer, Artist
Fall 2017
• Participated in the creation of 5 highly interactive virtual worlds, each project completed in 2 weeks with 4 other team members.
• Designed and tested the interaction and UI components based on the platform of Vive, Hololens and Fove.
• Be responsible for modeling, rigging, texturing and environment design

International Joint Innovation Design Workshop

UX Designer, Industrial Designer
November 2015
• Worked in a 4 members' team, generated design ideas by conducting research and storyboarding.
• Proposed a design plan of full-LED-screen visualized refrigerator, carrying IOT and recognizable by interactive gesture.
• Won the Creative Star Award of 2016 Casarte "Maker +".

SKILLS

Photoshop	CorelDraw
Illustrator	Maya
InDesign	Rhinoceros
Experience Design	Keyshot
Axure RP	Premiere Pro
Sketch	Unity

PUBLICATION

Research on the Method of Improving User Experience in Retail Stores by Intelligence.
Mohan B. & Wei X.
Art Panorama. (ISSN1002-2953)