

Ye Xu

Interaction Design | User Experience

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SELECTED PROJECTS

App Prototype | Sounzzingo

Feb 2020 - Jun 2020 Sydney, AU
Team Member

Performed research on Auditory Processing Disorder (APD); Created personas, user flows, scenarios, storyboards and wireframe; Created Hi-Fi prototype using Adobe XD; Performed user testing on Sounzzingo and iterated twice; Prototype was supported by learning disability experts

Interactive Installation | A Hundred Steps Home

Winter 2019 Chongqin, CN
Interaction Design Intern

Collabrated with Sichuan Fine Arts Institute & Chongqin local government to provide design solution to renovate Huangjue neighborhoods; Did various research of the Huangjue neighborhoods; Designed the interaction parts of the solution using Arduino; The design solution was approved by the local government

Interactive Installation | Motus

July 2019 - Nov 2019 Sydney, AU
Team Member

Archieved face tracking using Javascript; Completed two rounds of user testing and iterations; Intergrated researches, design concept, prototyping, testing and iterations into a 60-page design document

App Prototype | Nolly

Feb 2019 - Jun 2019 Sydney, AU
Team Leader

Performed research on the topic of bullying at school; Sent out anonymous questionnaires and collected and analyzed feedbacks; Came up with the deisgn concept; Created low to high fidelity prototype on Sketch; Completed user testing and two rounds of iteration; Nolly got the highest mark among the class

EDUCATION

University of Sydney

Feb 2019 - Oct 2020 Sydney, AU
Master, Interaction Design & Electronic Arts

University of Washington

Aug 2014 - Jun 2018 Seattle, USA
B.S Psychology

SKILLS

Design & Research

Design Thinking	Online Ethnography
UX research	Wireframing
Persona	Prototyping
User archetype	Usability testing
Storyboarding	Think Aloud Protocol
Senarios	3D Modelling
AffinityDiagramming	3D Printing
Competitor Analysis	

Tools

Sketch	Unity
Figma	Blender
JavaScript	Rhinoceros
Arduino	Grasshopper
Adobe Creative Suite	