

Portfolio: xinranli.github.io

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OBJECTIVE: To obtain a full-time position in UI/UX Design.

EDUCATION	AUG 2014
Carnegie Mellon University Pittsburgh, PA	MAY 2016 (EXPECTE)
M.S. Computer Science (Computational Biology)	(LAFLCIL)
Sun Yat-sen University Guangzhou (Canton), China	SEP 2010

SKILLS

B.S. Biological Science WORK EXPERIENCE

UI Design Tools

Photoshop Illustrator

Sketch Dreamweaver

Lightroom Firework Flash

User Research

Usability testing Contextual Inquiry Survey / Interviews Storyboarding

Art and Drawing

Hand sketching
Oil Painting
Digital Visualization

Programming

Python

Java Go

HTML PHP

CSS

JavaScript Shell

Web Development

Bootstrap jQuery Django backbone.js

Philips Briarcliff Manor, NY

Research Intern of Clinical Informatics Solutions and Services(CISS)

Analyzed and visualized clinical data to identify genetic mutations caused for antibiotic resistance in bacterial pathogens in Python and validated the correlation of results by statistical methods.

Jitsun Software Technology Guangzhou (Canton), China

UI/UX Design Intern

JUN 2014 AUG 2014

SEP 2010 JUN 2014

MAY 2015

AUG 2015

Designed Logos, icons and user interface for iOS and Android Mobile App with usability testing. Designed membership cards and advertising banners based on user interview results.

SELECTED PROJECTS

CAST Designer

Designed icons, illustrations for a software to simulate biological experiment data from the input. Conducted extensive user research, prototyped and tested the user interface.

Social Network (Deployed on AWS EC2)

Design front-end visualization and UI based on Bootstrap framework and all logos and icons.

Developed a dynamic website with several interactive features involving following stream, push wall, notification, message system.

WebSnap Chatting Web Application

Designed the UX and implemented the front end features based on Backbone.js of a real-time online chatting application with several privacy protecting feature using the Parse PaaS backend.

Life is Synthesizing

Design the interface of a web matching game to teach users with basic biology knowledge.

HONORS

First prize in public poster design contest in Sun Yat-sen University.

BEST SOFTWARE tool project and GOLD AWARD in 2013 iGEM (International Genetic Engineering Machine) world competition held in MIT, Boston (UI Designer in SYSU-Software team)

Department Merit Fellowship (Tuition Scholarship) from Carnegie Mellon University.