

## Experience

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### July 2020 - **Forma Technologies - San Francisco**

- NOW
- Responsible for Web Forma using React JS and Material-UI. Realized the studio browsing feed, the virtual tryon flow, the user profile page, etc.
  - Currently engaging in Cornucopia. A web tool for managing merchant data. Now working on the classification of large amounts of item data.

### Feb 2018 - **Tsinghua Center for Big Data**

- Jun 2019
- Designed and implemented the visualization system for a cross-platform video recommendation project using HTML, CSS and JavaScript.
  - Designed and implemented a system converging causation-driven data analysis into visualization, facilitating online-insurance recommendations.

### Feb 2017 - **Schlumberger - Beijing**

- Sep 2017
- Engaged in pitching and prototyping a new dashboard design for Rhapsody, the upgraded drilling system integrating 16 segmented views into one system.
  - Intensely communicated with engineers on UX workflow and final deliverables.
  - Participated in user study and usability testing.

### Feb 2017 - **HUAWEI - Beijing**

- Jul 2017
- Worked as Research Assistant on carrying out the system-level motion design principles that will be integrated in EMUI, the new HUAWEI android system.
  - Actively involved in producing eyetracking experiments and A/B testing.
  - Contributed to analyzing the motion design guidelines of mainstream mobile phones.

### Sep 2015 - **Tianqi Chuangshi Technology Co., Ltd.**

- Aug 2016
- Worked as one of the core game developers, produced Outbreak: Legacy, an App Store recommended iOS game, within a team of 7.
  - Worked in C#(Unity) on core gameplay, animations, music, the AD system.
  - Worked effectively with other developers and artists on debugging and deploying with Xcode.

## Publications

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### 2019 **Causation-Driven Visualizations for Insurance Recommendation - Accepted by IEEE International Conference on Multimedia and Expo 2019**

- Wrote the paper as first author. Implemented the visualization system with Unity, HTML, CSS and Javascript.
- Contributed in extending the confounder balancing algorithm of causal inference with Python.

### 2017 **HTML5 Animation Creating using "DragonBones", Co-author**

- Wrote the technical part of the book which included step-by-step tutorials, practical examples, and techniques.

## Education

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### **Stanford University**

M.S. in Computer Science  
2019 - NOW  
GPA 3.65

### **Tsinghua University**

M.S. in Computer Science and Information Art & Design  
2016 - 2019  
GPA 3.50

### **Communication University of China**

B.Eng. in Digital Game Development  
2012 - 2016  
GPA 3.76

## Skills

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C#  
CSS  
HTML  
JavaScript  
Python  
C++  
C

Unity  
Sketch  
Premiere  
After Effects  
Photoshop  
InDesign

## Languages

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English  
Chinese (Mandarin)