XINYI **XU**

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EXPERIENCE

Senior designer @ Walmart Global Tech
Bentonville, AR | Aug. 2019 – present

• Lead product design in initiative-level supply chain workforce management projects. Collaborate closely with cross-functional teams in planning, product strategy, stakeholder feedback, and demo presentation.
• Design scalable systems in enterprise applications with the consideration of business challenges and technical capabilities. Introduce incremental design phases as to design for trust, with the implementation of machine learning in the end game.
• Design end-to-end user experiences in multiple cross-platform data-intensive products through exploratory user research, problem definition, user scenarios, interaction flows, iteration, pixel-pushing the UI, prototyping, and userability testing.

UX designer @ Expero
Austin, TX | Jan. 2019 – May. 2019

• Researched conversational user interface for data visualization and ideated future use cases.
• Created a conceptual web app and chatbot design for supply chain risk management. Designed and prototyped data visualizations using Sketch, Python, and D3.
• Applied Google conversation design guidelines in chatbot design and developed user dialogues.

Product designer @ UT Nuclear Robotics Group
Austin, TX | Jun. 2018 – Aug. 2018

• Worked as the sole researcher and designer with Robotics professionals to design a Human-Robot Interaction interface for their startup.
• Systematically explored multiple solutions after researching 200+ academic papers and 20+ industrial robotic user interfaces.
• Designed and built flowchart, information architecture, interactions and interfaces for the enterprise desktop app.

Architectural designer @ ECADI
Shanghai, China | Mar. 2014 – July. 2016

• Led a nine-member BIM team on Shanghai's first pilot BIM project, the World Expo Museum. Won first prize in 2015 Autodesk BIM Award, Stellar Architecture Using BIM (Building Information Modeling).

EDUCATION

University of Texas at Austin
M.S. in Information Studies, 2019

Dalian University of Technology
B.Arch., 2013

SKILLS

UX Research
Interview, Survey, Journey Mapping, Competitive Analysis, Usability Testing

UX Design
Storyboarding, Information Architecture, Wireframing, Rapid Prototyping

Tools
Figma, Sketch, InVison, ProtoPie, Principle, Adobe CC

Python, HTML, CSS, JavaScript

AWARDS

UXPA 2018 Student Competition
Finalist

Melbourne Datathon 2017
Insights Competition
Finalist

SIDE PROJECTS

AR App Design
Music Brush (iOS)
Snake.AR (iOS, Android)