

# JIAJING GUO



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## ≡ EDUCATION BACKGROUND

### **Cornell University, Ithaca, NY, US**

Aug 2017 - Present

PhD student in Information Science

Research assistant in Interactive Communication Lab

### **Tsinghua University (THU), Beijing, China**

Sep 2013 - Jun 2017

Bachelor of Design, Academy of Arts & Design

Major: Art and Technology (Information Design)      GPA: 3.99/4.0

### **Drexel University, Philadelphia, PA, US**

Sep 2015 - Dec 2015

Exchange student, Interactive Digital Media

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## ≡ RESEARCH PROJECT

### **Hi, I'm Mr.Stickman — Interactive Motion-based Game**

Mar 2017 - Jun 2017

Department of Information Art & Design, THU

- Designed and developed an interactive motion game based on Kinect and Processing
- Built a corpus of more than 160 body actions
- Conducted user test and iterated the product
- Exhibited and maintained the work in public art museum for one month
- Collected audience interaction data via video recording, interview and observation
- Analyzed more than 60 hours video recording

### **A Survey of EFL Learners' Perception of Pronunciation Training**

Mar 2017 - Jun 2017

#### **System of Mobile Technology**

Microsoft Research Asia

- Designed and conducted research studies for Microsoft English learning app via quantitative (online questionnaire) and qualitative (online video interviews) methods
- Compiled and presented survey and interview results to product team
- Provided design implications for iterative changes

## **Future Control Room**

May 2016 - Nov 2016

### **Simens Ltd. China**

- Applied design thinking methodology to make innovation in the future control room design
- Interviewed and observed power plant operators and engineers to understand their emotions and behaviors

## **Instabooth @THU for Open Campus (Team Leader)**

Dec 2015 - Oct 2016

### **Department of Information Art & Design, THU**

- Put forward Instabooth, an interactive booth and online platform in the campus to engage students participate in community construction
- Designed user experience of the open space in the booth
- Completed wireframe and UI for interactive touch screen in the booth
- Modified Design Thinking Toolkits specially for Chinese users
- Conducted a workshop to test the feasibility of DT Toolkits

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## **WORK EXPERIENCE**

### **Microsoft Research Asia, Beijing**

Jun 2016 - Present

- Interaction designer intern in Innovation Engineering Group
- Designed new features for English learning App "XiaoYing" on Wechat
- Completed more than 30 UI interfaces and working flow
- Organized Brainstorming and other creative team abilities

### **Hose Science and Technology Co. Ltd, Beijing**

Jun 2015 - Aug 2015

- Designed and improved user experience and user interface for Ekuaiobao, one the most popular expense application for medium size companies in China
- Was responsible for front-end development, and designed and improve company's official website on multi-screen
- Designed and illustrated mascot and cartoon for the company

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## **OTHER EXPERIENCE**

International volunteer work in Bali, Indonesia

Jan 2016

Teaching assistant in online learning community iQuan

Feb 2017 - Present

Part-time digital illustrator

Present