

TIAN DOU

User Experience and Interaction Designer

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EDUCATION

M.S in Human Computer Interaction/ Design

Indiana University

Indiana, USA

Aug.2017 - May.2019

B.E. in Industrial Design

Zhejiang University

Hangzhou, China

Sep. 2012 - Jun.2016

Exchange in Industrial and Commercial Design

National Taiwan University of Sci & Tech

Taipei, Taiwan

Feb. 2015 - Jul. 2015

SKILLS

Methods

Affinity Diagram, User Journey Map, Card Sorting, Contextual Inquiry, User Interview, Persona, Storytelling, Heuristic Evaluation, Wireframing, Rapid Prototyping, Usability Testing

Tools

Sketch, Invision, Principle, Framer, Adobe Photoshop, Illustrator, After Effect, Premiere, Lightroom, InDesign, Rhino, Keyshot, Unity, Blender,

Code

HTML/CSS, Javascript, Arduino

Interests

Painting, Handcraft, Photography

WORK EXPERIENCE

Product Design Intern, MailChimp

MAY.2018–AUG.2018 | ATLANTA, USA

- Worked on an **inline brand system** to accelerate users' market content creation.
- Conducted research, interviews and organized a participatory workshop to understand how and where to capture users' brand. Iterated UX/UI design based on weekly critique.
- Presented the work to MailChimp CEO and received very positive feedback. This project is prioritized in a new formed cross-functional team.

UX Design Intern, IBM

JUL.2016–FEB.2017 | SHANGHAI, CHINA

- Worked on a **maker space website** for clients: Conducted focus group research with users and stakeholders. Performed UX and UI design. Collaborated with developers remotely to implement the design.
- Integrated IBM Design Thinking to improve the user experience for **Watson Cognitive Commerce** with offering managers and developers.

UX Design & Research Intern, IBM

SEP.2016–NOV.2016 | AUSTIN, USA

- Collaboratively designed and tested a **weather card game** with an app for children.
- Performed research on user scenarios, educational theories, and game market.
- Delivered 3 design prototypes, 1 design tool package, and 1 proposal guide.

Project Manager Intern, Taotaosou

JUL.2015–JUN.2016 | HANGZHOU, CHINA

(One of the largest big data e-business companies in China)

- Designed a brewing process for a **smart brewing machine**.
- Led engineers to make a prototype machine and implemented the design.
- Studied at a winery and conducted experiments for three months.

SIDE PROJECTS

Product Designer, CHI 2018

SEP.2017–DEC.2017 | BLOOMINGTON, USA

- Created an **interactive donation box** to visualize monetary donation for food charity.
- Collaboratively conducted research, testing, and built a semi-functional prototype.
- Presented in Canada and are awarded with **Runner-up design** (Top 2% globally).

Product Manager, AR for Museum

SEP.2018–PRESENT | BLOOMINGTON, USA

- Managing a **museum AR Hololens project** in collaboration with other universities.
- Leading a cross-functional team from product conception to prototyping and testing.

UX Designer, VIU

NOV.2018–PRESENT | BLOOMINGTON, USA

- Working with Unity and mobile developers and content creators to prototype an **AR marker based app** for both iOS and Android.