



hyfive.github.io

## CONTACT

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## Education

- The Hong Kong Polytechnic University** 2013.09 → 2014.10  
Master of Science in Multimedia and Entertainment Technologies
- The Tianjin Foreign Studies University** 2007.09 → 2011.09  
Bachelor of Art in English Translation and Interpretation

## Experience

- Gikoo - Product Designer** 2017.05 → 2017.12  
Major Duties : PM, User Research, Product Feature Definition, UX & UI Design
- Gikoo - User Experience Designer** 2014.12 → 2017.05  
Major Duties : User Research, Prototyping, UI Design, Web Design, Instruct Designers
- SMZDM - User Interface Designer** 2013.03 → 2013.06  
Major Duties : Designing User Interface for SMZDM
- Towards - User Experience Designer** 2012.08 → 2012.12  
Major Duties : Prototyping, Adapting Towards UI to the Web
- Shanghai Shanda Networks - User Experience Designer** 2011.09 → 2012.09  
Major Duties : UI Design, HTML/CSS Development

## Projects & Research

- Who's Hiring** 2017.06 → 2017.12  
[Role : Product Design](#)  
Conducting user interview and research, analyzing competitor products, planning features, planning data structure, interaction and interface design.
- Gikoo Job** 2015.06 → 2016.10  
[Role : User Experience Design](#)  
Conducting user and industry research, UX and UI design, Prototyping high-fidelity demos.
- Seasons, a Game that Exploring the Sorrows of Growing Teenagers in the Urban Area** 2014.06 → 2014.10  
[Role : PM, Level Design, Concept Design](#)  
Managing the project, Designing game levels, Concept design, Creating assets.
- Voice-Guided Shopping Shelf for the Visually Impaired, a Low-Cost Indoor Navigation System** 2013.10 → 2013.12  
[Role : Product Design](#)  
Conducting user interview and research, including visiting the visually impaired at CMVIP, making contextual observation, do research on available technologies, Prototyping and Iterating the design.
- SMZDM** 2013.03 → 2013.06  
[Role : User Interface Design](#)  
Designing the UI for SMZDM on iOS and Android.
- Towards Web** 2012.08 → 2012.12  
[Role : User Experience Design](#)  
Conducting user and competitor research, Adapting Towards experience to the web platform.
- Eudic Dictionary** 2012.03 → 2012.07  
[Role : User Experience Design](#)  
Responsible for designing the UI for Eudic on iOS, Android and Windows Phone.
- Shanda Bambook Phone OS** 2012.02 → 2012.08  
[Role : User Experience Design](#)  
Attending the design workshop, Designing icons and UI for the OS.

## Specialties

- Project Management S.M.A.R.T. Project Management / MVP Product Planning / Sprint
- User Experience Design Focus Group Establishment / Competitor Analysis / User Research
- Prototyping Framer / Origami / Form / Pixate / Principle
- Graphics Design Illustrator / Photoshop / Sketch
- 3D Modeling 3DSMax / Silo / Blender
- Coding HTML / CSS / JS / Coffeescript
- Languages First Language Chinese / Proficient in English / IELTS 7