Muchao Tang

UX Designer

muchao-tang.com

✉ muchao-tang@gatech.edu
in linkedin.com/in/muchao
📱 404-883-9604

Education

2016-2018 US	**2015-2016** Finland	**2012-2016** China
Georgia Institute of Technology	**Lahti University of Applied Science**	**Jiangnan University**
MS - Human Computer Interaction	Exchange Student - Industrial Design	BE - Industrial Design
GPA: 4.0/4.0		

Experience

06/2016-present — **Online Mentor**

 - Part-time, UR·LAB
UR·LAB is an art education agency located in Beijing. My job is to teach undergrad students knowledge & skills of industrial design, and to guide them in working on their own design projects.

03/2014-05/2014 — **Product Designer of a mobile app on iPhone5/iPad**

 - Internship, Yongzhong Software
I designed a mobile office app for young white-collar workers, featuring semi-professional business style, providing efficient online collaboration experience and easier access to online resources. I delivered 20+ interfaces, 1 poster, guidance pages, 10+ document templates and a video that displays interaction among pages.

06/2014-07/2014 — **Industrial Designer of peripheral commodities for animation**

 - Internship, Jia Workshop
My job was to design peripheral commodities for the classical animation films created by Shanghai Animation Film Studio. During the one month intensive internship, I designed more than 10 products in which 6 were selected to the final round of presentation to the chief designer of the company.

Projects

10/2016-present — **Particle in a box - Game design and web design**

- PIAB is a game teaching quantum mechanics which is developed in Georgia Tech D&SI Studio. I am currently the major visual designer in this team. This semester we are focusing on refining the character design, tutorial design and multi-player experience.

08/2016-12/2016 — **Backbone - Product design for poor computer postures**

- We built prototypes that help students improve their computer posture through real-time feedback. In this project, we strictly followed the UCD process, including research, design and evaluation, and several iterations of design.

03/2016-06/2016 — **SimpleTrac - Glucose management product design**

- SimpleTrac is a company providing glucose management service targeting at the elderly users. I designed the product, mobile app and website for them.

Honors and Awards

2016 — **IF Student Design Award**

- Top 300 in 11000+

2015 — **CSC (Chinese Scholarship Council)**

- National Scholarship winner

2015 — **Taihuoniao Smart Hardware Design Contest**

- Best Innovation Award (Top10 in 1000+)

Skills

● **Design**
- **UX Design**
- **Low/Hi-Fi Prototyping**
- **Persona**
- **Storyboard**
- **Graphic Design**
- **Web Design**

● **Research**
- **Interview**
- **Focus Group**
- **Contextual Inquiry**
- **Affinity Mapping**
- **Card Sorting**

● **Tools**
- **Adobe Suite**
- **Axure**
- **Sketch**
- **HTML+CSS**
- **Javascript**
- **Arduino**
- **Processing**
- **Rhinoceros**
- **Solidworks**

Interests

- Scuba diving
- Guitar
- Travelling
- Swimming