

HECTOR FAN

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EDUCATION

Georgia Institute of Technology

M.S. in Digital Media, HCI focus

Aug 2021 - 2023 | Atlanta, US

Tsinghua University

B.A. in Art and Technology
(Interaction Design)

Minor in Technology Innovation & Entrepreneurship, focus on connected devices

Aug 2015 - Jul 2019 | Beijing, China

Summer Program: Lee Lab Kansei Design Workshop, Tsukuba University

Sep 2018 | Tsukuba, Japan

Summer Program: European Innovation Academy

Jul 2017 | Turino, Italy

SKILLS

Design

user experience design, UI design, interaction design, product design, user flow, graphic design, infographic design, typography design, layout design, 3D graphics, motion graphics, video editing, illustration, AR / VR prototyping, game design, generative art, physical computing

Design Research

usability test, user interview, user journey map, personas, A/B test, observation

TOOLKITS

UX / UI

Figma, XD, Sketch, Webflow

2D / 3D Graphics

Illustrator, Photoshop, Procreate, Cinema 4D, Blender, InDesign

Motion Graphics / Video Editing

After Effects, Principle, Premiere Pro, Davinci Resolve

Prototyping / Media

Spark AR, Lens Studio, Unity, Touch Designer, Max/MSP

Programming

HTML/CSS, JavaScript, Processing, Arduino, Java, C, C#, Python

EXPERIENCE

WeChat, Tencent Product Designer

The largest social media and game company in China | Oct 2020 – Aug 2021 | Beijing, China

Teleprompter for the video editing App Miaojian Oct 2020 – Dec 2021

- Designed a teleprompter feature that brings about a better self-recording experience for video creators who need to read their lines
- Conducted in-depth user interviews with multiple popular video content influencers in China and competitor research to ensure an understanding of user needs
- Prototyped the wireframe and high fidelity UI for this feature
- Tested the final prototype to ensure product usability

AR animated 3D avatar Dec 2020 – Apr 2021

- Prototyped an AR avatar feature that mimics facial expressions, enabling users to express their emotions through animated avatars without showing their faces for the long-term goals of increasing users' willingness to create videos
- Designed 3D models and facial expressions animations for AR avatars
- Collaborated with developers to create the technical prototype

United Nations Design Consultant and Intern

May 2020 – Jul 2020 | Remote Graphic Design Consultant

- Completed visual design for the UN publication *Recovering Better*

Jul 2019 – Dec 2019 | New York, US Web Design Intern

- Designed a more interactive online version of the UN's annual report with a better navigation experience, and facilitated the implementation of this proposal, which was recognized by the UN Under-Secretary-General
- Designed for the visuals and infographics of the annual report publication

JD.com, Inc. Product Design Intern

One of the two massive B2C online retailers in China | Jun 2018 – Aug 2018 | Beijing, China

- Designed a humorous and non-threatening AI HR robot for campus recruitment which make the tense interview process more relaxing
- Created the conversational frame, script, and UI assets for AI Robot
- Designed the appearance of the robot which shows different facial expressions
- Conducted user interview, tested the design prototype and collected user feedback
- Collaborated with engineers to create a technical prototype of the robot

PROJECTS

Space Bubble | Interactive installation, Team

Sep 2021 - Dec 2021 | Georgia Tech, Atlanta, US

- Designed an interactive media that not only delightfully communicates the order status but also simplifies the order pickup process for bubble tea store
- Programmed the interactive visuals using a physics engine library in P5.JS which brings both functional and vivid visual effects to the installation
- Came up with creative ideas and original concepts through brainstorming

Milla | Voice assistant, Team

Mar 2018 – Apr 2018 | Tsinghua University, Beijing, China

- Designed an intelligent voice assistant product for tourists driving overseas to become familiar with local conditions and calmly manage their itinerary
- Prototyped the UI for central display and digital speedometer in a car
- Conducted user test using brain cognitive evaluation technique