

# Xuanhao Li

## Resume

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### EDUCATION

#### Georgia Institute of Technology | US

MS, Digital Media

Aug 2021 - Jul 2023

#### Beihang University | China

BE, Industrial Design

Sep 2014 - Jul 2016

Originally major in Aerodynamics

Sep 2016 - Jul 2019

Transferred major to Industrial Design

#### McGill University | Canada

Jul 2016 - Aug 2016

Project Management Summer Program

### AWARDS

#### IF DESIGN TALENT AWARD 2018

iF Design Foundation | 2018, Germany

#### Chinese Government Scholarship for Overseas Exchange Program

China Scholarship Council | 2018, China

#### 1st Award in Engineering Design Expression Competition

Beijing Association for Science and Technology | 2016, China

### SKILLS

#### Research

Competitive Analysis | Survey | Card Sort | User Interview | Contextual Inquiry | Journey Mapping | Storyboarding | Personas | Service Blue Print

#### Design

UX Ideation | Information Architecture | Interaction Design | Instructional Design | Wireframing | Prototyping | Usability Study | Digital 3D modeling | Solid 3D model processing

#### Tools

Adobe Creative Suite | Sketch | Solidworks | Rhino | Axure RP | Proe | Keyshot | CNC machining center | Comprehensive woodworking tools

#### Coding

C++ | Python | Arduino | Processing

### DESIGN EXPERIENCE and PROJECTS

#### Seeeklab | Interactive Installation Designer

Oct 2019 - Mar 2021 . Xiamen, China

Seeeklab is a design agency at the nexus of culture, digital media and interaction.

Seeeklab's clients include: Xiaomi, Intel, Lenovo, Huawei

Seeeklab's innovation was recognized by top-tier media in China.

Participated in the design process of Fantasy Swings, 5G Hurricane and other several interactive installations for the product display and motivating customer's shopping desire in Huawei flagship store.

- Conducted research on user interface components, designed and tested the interaction flow.
- Worked with mechanical engineers and embedded hardware engineers to design the hardware system of installations, built and proofed the prototypes.

#### Global Product Development | Research Leader

Oct 2018 - Dec 2018 . Beijing, Hongkong, Seoul

Interdisciplinary project operated by Beihang University, Hong Kong University of Science and Technology and Seoul National University.

Collaborated with students in design, psychology and engineering fields, put forward an improvement plan to tackle the issue of teenagers' addiction to video games and associated family tensions.

- Set direction and methods for user research, led a seven-people team to conduct research and analyse the feedback data on entertainment interests of different family generations.
- Designed the structure and appearance of the interactive game equipment.

#### Midea Group | Product Design Intern

Jul 2018 - Aug 2018 . Guangdong, China

- Designed the egg steamer for oversea sale.
- Participated in mass manufacturing in production department with factory.

#### Disturbed Balance | Project Leader

Jun 2019 - Aug 2019 . Beijing, China

- Interactive media exhibition to arouse people's awareness for invasive species

#### COMIN | Solo Project

Apr 2018 - May 2018 . Beijing, China

Associated with Beijing Stars and Rain Education Institute for Autism

- Researched and designed a mobile application concept, providing a convenient distance learning experience for autistic children and their caregivers.

More: <https://www.lixuanhao.com/>

### ACTIVITIES

#### Long-term volunteering for families with autistic children | Stars and Rain Education Institute for Autism

2014 - 2020 , Beijing China

- Accompanied autistic children, assisted trainers and parents in practical operation courses.
- Gained the design inspiration, background knowledge and research data for my personal project COMIN.

#### Teaching assistant of the Technical Drawing course | Beihang University

Mar 2018 - Jul 2018 , Beijing China

- Graded students' technical drawing assignments, answered students' learning questions.
- Assisted the professor to teach students the Pro/Engineer software.