

Shan Li

http://shanli.me

lisalee322@gmail.com

678-860-4061

SKILLS

Design:

Interaction Design
Affinity Diagram
Sketching
Wireframing
Prototyping
Data Visualization
Participatory Design
Information Architecture

Software:

Axure/Balsamiq
Photoshop
Illustrator
InDesign
Visio
Dedoose
Protégé

Programming:

HTML5/CSS
JavaScript/jQuery
D3
PHP
SQLite
C#
C++
Matlab

Research:

Task Analysis
User Model
Research Design
Formative Research
Usability Test
Heuristic Evaluation
Qualitative Data Analysis
Quantitative Analysis

EDUCATION

- Georgia Institute of Technology**, Atlanta, GA Aug. 2013-May 2015
M.S. Human-Computer Interaction (GPA: 4.0)
- Beijing University of Posts and Telecom.**, Beijing, China Sep. 2009-Jun. 2013
B.E. Electronic Information Engineering (Ranking: 19%)
- University of California San Diego**, San Diego, CA Mar. 2012-Jun. 2012
Exchange Program in CSE Department (GPA: 4.0)

EXPERIENCE

- UX Designer, Oracle**, Santa Clara, CA Jul. 2015 - Present
- Shaped requirements with project lead / developer / visual designer for various projects, including doc tools and several analysis tools.
 - Conducted user interviews to learn about users' mental model.
 - Designed wireframes and developed web prototypes iteratively to showcase the interaction design and delivered to development team.
 - Created Oracle JET component library in Axure for team to use.
- Teaching/Research Assistant, Georgia Tech**, Atlanta, GA Jan. 2014-May 2015
- Managed a Udacity-GT online course using Piazza and Udacity.
 - Analyzed videos of users playing with objects to build grounded theory for improving the UI of a virtual reality system.
- UX Design Intern, Fidelity Investment**, Jersey City, NJ Jun. 2014-Aug. 2014
- Designed for a consumer-facing application and an internal application.
 - Developed presentation for senior stakeholders based on user study.
- Product Manager Intern, Sogou Company**, Beijing, China Feb. 2013-May 2013
- Created the information architecture of Sogou's first online encyclopedia service using Protégé.

PROJECTS

- Studio Performance Analyzer** Apr. 2015-Nov. 2016
- Revisited the flow of the system with both users and developers, and improved the user interface by iteratively designing mockups.
- A Location Based Study on Music Preference** Jan. 2014-Apr. 2014
- Designed and built a data visualization website investigating regional music preference based on data extracted from social media.
- Food Map** Aug. 2013-Dec. 2013
- Used Bootstrap to design and develop UI elements for an interactive Atlanta food map in Agile process; also used Github to collaborate.

PUBLICATIONS

- Rushil Khurana, Elena Marinelli, Tulika Saraf, Shan Li, NeckGraffe: A Postural Awareness System, 3rd Place in Student Design Competition, ACM CHI 2014, PP 227-232 May 2014
- Shan Li, Xiang Yu, Xuesong Deng, A Behavior Statistic Based Secure System in Social Networks, IEEE ICSESS 2012, PP 677-680. Jun. 2012