

YUANSHU LI

Work Experience

USER EXPERIENCE CONSULTANT – Eindhoven University of Technology, the Netherlands – 10/2014-Present

- Clients: Philips Lighting, Haarlem City Hall, Studyportals
- Contents: Concept Innovation, Web Design, Application System Design

TECHNICAL SUPPORT OF DIGITAL TV SYSTEM – Sumavision Technologies Co.,Ltd, Beijing, China – 4/2013-7/2013

- Provided technical solutions to clients, worked closely with Sales Department and R&D Department

APPLICATION DEVELOPER – Zhejiang University, Hangzhou, China – 1/2011-3/2013

- Client: Public Security Bureau of Hangzhou, China
- Contents: 3D Quick Modeling System Application, developed mainly by C++ and QT
 - > Realized a function which can automatically rebuild 3D architecture models by inputting a 2D floor plan raster image
 - > Redesigned the User Interface and Made the Tutorial Manual and Video

Education

PDEng. USER SYSTEM INTERACTION – Eindhoven University of Technology, the Netherlands – 10/2014-Present

- Main Courses: User Center Design, Observation Research, Contextual Task Analysis, Statistics, Information Visualization, Agile Development

M.Eng. COMPUTER APPLICATIONS – Zhejiang University, Hangzhou, China – 9/2010-4/2013

- Member of State Key Lab of Computer Aided Design and Computer Graphics

B.Eng. DIGITAL MEDIA AND NETWORK TECHNOLOGY – Zhejiang University, Hangzhou, China – 9/2006-6/2010

- Main Courses: Object-Oriented Programming, Computer Graphics, Human-Computer Interaction, Database, Post-Production of Digital Media

Skills

Programming

C++, QT, HTML, CSS, JavaScript, SQL, UML, Processing, C#, R, Arduino

Language

Chinese: Mother tongue
English: Full professional proficiency

User Center Design

Research: Interview, Questionnaire, Contextual Inquiry
Concept: Storyboards, Affinity Diagram, Persona/ Scenario Building
Prototyping: Sketching, Low-Fidelity/High-Fidelity Prototype, Video, 3D Modeling, Tangible Prototype, Amination
Evaluation: Usability Testing, Think Aloud, Heuristic Evaluation, Statistics, Quantitative/Qualitative analysis

Tool

Visual Studio
Sublime Text
Photoshop, Illustrator
Balsamiq, Axure
Maya, Rhino
After Effects

Extra-Curricular Activities

PRESIDENT OF THE GRADUATE STUDENT UNION – Zhejiang University, Hangzhou, China – 9/2010-9/2011

- Managed a team composed of 40 members and organized activities, e.g., lectures, coding competitions, sports meeting.

LEADER OF A VOLUNTEER TEACHING PROGRAM – Pingbian, Yunnan, China – 6/2011-9/2011

- Organized donations in four elementary schools in Hangzhou, collected 1440 dictionaries and 600 toys in 3 weeks with another 8 volunteers
- Taught Art and Music in a rural elementary school of Pingbian, investigated local education problems through interviews and questionnaires
- Completed a report includes the findings and suggestions for possibly better education modes in impoverished regions of China

MEMBER OF FACULTY SWIMMING TEAM & BADMINTON TEAM – Zhejiang University, Hangzhou, China – 2006-2008

Others

Published Paper

Fast 3D Building Modeling Based on Vectorization on Blocked Indoor Blueprint[J]. Journal of Frontiers of Computer Science and Technology, 2013, 7(1): 63-73.

Game: Dream Shooter

Won the finalist outstanding work of 5th China (Beijing) International Student Animation Festival

Achievements

Excellent Postgraduate of Zhejiang University, 2013
Excellent Cadre of Students, 2011
Excellent Social Practice Report of Zhejiang University, 2011

Scholarships

Graduate Scholarship for Excellent Academic, 2011
Undergraduate Scholarship for Excellent Academic, 2008-2010