

Siyao Xie

Pomona College, Claremont, CA
Computer Science and Studio Art
B.A. expected May 2014, **3.8/4.0**

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Project

Do it! A Decision Making App: Objective C, launching soon

An iOS app that helps users intuitively make rational and confident decisions.

- Solely designing and developing the app using Objective-C and SQLite database
- Incorporating Pros and Cons, Pairwise Comparisons and modified PageRank algorithm
- Alpha testing shows 7/10 trust and an 30% increase in confidence of decision

Travel Planning: AI, Python, in progress

Developing an algorithm to help people plan their travels given a time period, budget and interests. Uses modified Constraint Satisfaction and Search algorithms. Will extend to a web app in the future.

LookCast (Hackathon Project): Objective C

Led a team of three to develop an iOS app, LookCast. The app shows photos from camera rolls that match the current temperature and let the past guide the looks today. It helps users understand what the temperature really means and how to dress accordingly.

Experience

User Experience Intern

June 2013 - Sep 2013

Qualcomm, San Diego, California

Developed concepts, recommendations and interaction flows for a cutting-edge mobile technology

- Investigated use cases and futuristic applications for the technology
- Designed and conducted user research to study relevant user interactions and ergonomics
- Created storyboards, wireframes, detailed UI specs and screens

Conducted Qualcomm's first Usability Study in Chinese on Qualcomm's mobile technology and interfaces developed for the Chinese market

- Discovered and proposed solutions to major usability problems

User Interface Designer, Project Manager

June 2012 - Sep 2012

Sunshine Library Rural Education Initiative, Beijing, China

An NGO providing a "One Tablet Per Student" solution carrying educational apps and resources for rural China students who have limited access to books and quality teachers

- Designed Android tablet educational apps which were shipped with 4000+ tablets in Fall 2012
- Adapted the Agile method to standardize and speed up the process under limited resources

Project Management Intern

Mar 2012 - May 2012

Intuit, Claremont, California

Designed and presented our Split Payment app for GoPayment to Intuit's executives in extension of our winning proposal from IdeaJam

User Experience Design Intern

June 2011 - Aug 2011

Microsoft, Beijing, China

- Researched and developed design solutions for various user interaction problems
- Created mock-ups, tiles and interface elements for demo

Skills

Programming C++, Objective-C, Python, Java, OpenGL, Prolog, Xcode, Subversion

Design Photoshop, Illustrator, Usability Research, Wireframe, Prototype

Natural Languages English, Mandarin Chinese, Cantonese

Course Work

Computer Science

Mobile Development
Artificial Intelligence
Computer Vision

Computer Graphics
Data Structures & Program Dev
Algorithm

Design

Typography and Book Arts
User Interface Design
Foundations of Digital Design

Activities

Founder and President

Claremont Colleges Photography Club

Campus Team Member

Claremont Colleges Ballroom Dance Company