BOKANG XU

UX/PRODUCT DESIGNER

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**“**I am a passionate contributor with 3 years of work and project experience, actively seeking opportunities.

With my background in both Statistics and human-centered design, I strive to create delightful and accessible experiences for all users, and impact for business growth.**”**

**EDUCATION**

**University of Washington**

M.S. Human Centered Design & Engineering (HCDE)

June 2020, GPA 3.87

**University of Maryland, Baltimore County**

B.S. Applied Statistics May 2016, GPA 3.8

**SKILLS**

**Design** UX/UI/Interaction Design Rapid Prototyping

Information Architecture

**Research**

Usability Studies, Survey Design Quantitative and Qualitative Analysis

**Tool**

Adobe Creative Suite(AI,PS,XD) Sketch, Figma

Microsoft Word, PPT, Excel

**Strengths**

Inclusiveness, Empathy, Listener, Patience, Humbleness, Sincerity

**Languages**

Chinese, English

**RELEVANT EXPERIENCE**

**UI/UX Designer @ Taiwei LLC.**

Wuhan, China / Feb 2022 - Present

* Leading the design of e-commercial website and mobile devices following WCAG evaluation.

**UX Architect @ nFocus Solutions**

Seattle, WA / Aug - Dec 2020

* Led design for new user flows and systems for one of the biggest products on digital applications.
* Contributed to high-level product decisions and designing independently end to end product flow for management tool.

# UX Designer @ United Nations Volunteers

Volunteer / Remote / June - Oct 2020

* Designed UX and UI for all-in-one school management system, website and mobile apps in low-income countries.
* Supervised administrator page based on user scenarios to simplify their works and produced a better experience.

# UX Designer @ nFocus Solutions

Seattle, WA / Jan - June 2020

* Redesigned an outcome measurement dashboard for NGOs to monitor and report their programs impact.
* Validated our new concept of the system model by clients and users with a potential launch following their plan.

# UX Designer Analyst @ Kooapps

Bellevue, WA / Jan - March 2020

* Analyzed conversion data, including the engagement rate of players and monetization rate.
* Used A/B testing to examine the impact of different game features and determine the one performs better.
* Improved UX flow via mockups and wireframes for both iOS and Android mobile games and applications.
* Collaborated with a cross-functional team to improve the development process and crafted better gameplay experiences.