

# Song Jiaojiao

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## RESEARCH & PROJECTS

**Microsoft Research Asia** | Research Intern Oct. 2016 - present

### *PowerStory*

- Participated in the initial product planning and defining core features.
- Finished rapid iteration and hi-fidelity prototyping with emerging features.
- Responsible for the motion design to realize fluent transition between scenes.

### *Infonice*

- Collected user feedback and finished heuristic evaluation.
- Refined the product according to user complaints. Simplified workflow and user action by re-categorizing main functions and information structure. Redesign was adopted.

**The Design Lab, UCSD** | Research Intern Jul. 2016 - Sept. 2016

### *Project I: Credentials*

- Prototyped and designed pair-wise cards, conducted pilot study to refine the design.
- Implemented and integrated the front-end into Meteor.
- Participated in paper revising and created figures in papers.

### *Project II: Cream of the Crop*

- Responsible for conducting pilot study and experiment on Mechanical Turk.
- Collected and analyzed the datasets from Mechanical Turk using R language.
- Participated in designing and iterating experiments based on data result.

### *Project III: Protolab and Steven's Website Redesign*

- Conducted user research with focus group and think-aloud method.
- Prototyped and implemented the website in Html&CSS and javascript.
- Used Google Spreadsheet as online database through Google Api. Eliminated data requesting delay through local storage and Google script.

**Share** Jan.2014 - Aug.2015

### *Team Information Communication Platform App*

- Conducted user research with focus group and user interviews.
- Undertook information structure, wireframe, interface design for both iOS and Android version.
- Formulated style guide based on iOS Human Interface Guideline&Material Design.

**Protoend** Oct.2015 - Dec.2015

### *Web Tool Automating Back-end Contents*

- Defined the major feature with a simple "3 step process" instead of a set of complicated actions to enhance experience.
- Finished prototyping and final design of the website.

**Aircraft Game** Jul.2015 - Aug.2015

- Developed a airplane game in Java with synchronize of multithread process, realizing communication through socket server.
- Completed all User Interface design and illustration.

## EDUCATION

Aug.2017 - Aug.2018(Expected)

### *Carnegie Mellon University*

Master of Educational Technology and Applied Learning Science (METALS)  
Human-Computer Interaction Institute

Sept.2013 - Jun.2017

### *Huazhong University of Science and Technology*

Information Management and Information System

GPA : 86.7/100 Ranking : 10%

## PUBLICATION

"Critique Style Guide: Improving Crowdsourced Design Feedback with a Natural Language Model."

Markus krause, Thomas Garncarz, **Jiaojiao Song**, Elizabeth Gerber, Brian Bailey, Steven Dow.

**CHI 2017.**

## SKILLS

### UI/UX

|                      |               |
|----------------------|---------------|
| User Study           | Prototyping   |
| Storyboarding        | Wireframing   |
| Heuristic Evaluation | Data Analysis |
| Graphic Design       | Illustrating  |

### Programming

|          |            |
|----------|------------|
| Html+CSS | Javascript |
| Java     | C/C++      |
| R        | SQL        |

### Software

|               |             |
|---------------|-------------|
| Visual Studio | Axure       |
| Eclipse       | Photoshop   |
| Sketch        | Illustrator |
| SPSS          | R Studio    |