

Jiangnan Xu

Portfolio: jx3896.wixsite.com/jiangnanxu

HCI Researcher | PhD Student

Rochester, NY (Open to re-locate)

Phone: (585) 705-7673

Email: jx3896@rit.edu

experience

Doctoral Researcher

AUG. 2021 - PRESENT

Niantic x RIT Geo Games and Media Research Lab, NY, USA

* Planned and completed 4 XR user studies to understand opportunities and challenges interacting with computational mediated products (digital experiences).

- Used mixed methods (e.g., contextual inquiry, in-depth interview, survey) and conducted user studies with 100+ users.
- Delivered insights through **data analysis with Nvivo 12 and Python**.
- Designed and prototyped a shared AR application for user study in team.
- Wrote and published four high-impact HCI conference papers.

Summer Researcher

APR. 2022 - SEP. 2022

Niantic x RIT Geogame and Media Research Lab, NY, USA

* Planned and conducted a user study on an AR game (Pokemon Go), suggested new opportunities and challenges in AR social interactions by interviewing (N=41) active users from 8 countries and analyzing data with the Thematic analysis method.

* Raised Ideation of new features by working and reporting to advisor, designers, and other stakeholders.

Cofounder, AR designer

DEC. 2021 - DEC.2022

DATA DRIVEN LIFE, Shanghai, China

* Co-curated and designed a series of **interactive digital data-driven experiences** for an outdoor cultural heritage (Chinese Opera) at Xi'an.

* Co-planned an **AI-empowered (StyleGan 2)** and digital immersive AR experience musical festival for Peace Hotel, Shanghai.

Web Data Visualization Designer

DEC. 2020 - JUN. 2021

Data Visualization Lab, Edinburgh, UK

* Re-designed a data visualization tool website, reaching higher user satisfaction by conducting a series of usability and A/B testing.

* Cleaned, analyzed, and visualized large data sets provided by Scotland Royal museum (e.g., political and geographical data and art archive) and exhibited final works on websites and by physical installations.

Visualization Designer

DEC. 2019 - MAR. 2020

Hikvision, Web Data Security team, HZ, China

* Designed 2 interactive data visualization **user interfaces (Figma and Sketch)** for data collection and display of people flow in public places.

* Worked with researchers and designers to iterate the company's visual system and UI standards based on user experience concepts such as Gestalt theory.

selected publications

ACM CHI 2023 Full Paper

Understanding Social Interactions in Location-based Games as Hybrid Spaces: Coordination and Collaboration in Raiding in Pokémon GO

ACM CHI 2022 Late Breaking Work

Advertising in Location-Based Games: An Exploration in Pokémon Go

ACM CHI Play 2022 Doctoral Consortium

From Augmented Reality Location-based Games To the Real-world Metaverse

ACM CHI 2022 Special Interests Group

Metaverse: The Vision for the Future

education

AUG. 2021 - PRESENT

Rochester Institute of Technology, NY, USA

advisor: Dr. Konstantinos Papangelis

PhD in **Human-Computer Interaction**,
Computing Information and Technologies

SEPT. 2020 - AUG.2021

University of Edinburgh, UK (Distinction)

advisors: Dr. Benjamin Bach, Dr. Maria Wolters

MSc in Human Factors, User Experience,
Design Informatics

SEPT. 2018 - SEPT.2019

**Stuttgart State Academy
of Art and Design, Stuttgart, Germany**

advisor: Prof. Fahim Mohammad

BEng in **Design**, sponsored by China
Scholarship Council (CSC)

SEPT. 2016 - JUL.2019

**Zhejiang University of Technology,
Hangzhou, China (First Class)**

advisor: Prof. Yihao Zhu

Government Honored BEng in **Industrial &
Interaction Design**

skills

Research Methods (2+ yoe)

Trained and working with **mixed methods**:

In-depth Interviews, Focus Groups,
Contextual Inquiry, Survey Design, Usability
Evaluations, Card Sorting, Heuristic
Evaluation, Storyboarding, Personas, Journey
Mapping, Thematic Analysis, A/B Testing.

Research Tools (3 yoe)

Nvivo, Latex, Google Drive, Miro, Zotero, Zoom

UX/3D Design Tools (5+ yoe)

Figma, Adobe AI+XD+PS+PR, Unity, C4D,
Arduino, Sketch

Programming Language (2+ yoe)

Python (Jupyter notebook), Javascript

Language

Mandarin (Native), English (Professional),
German (Elementary Proficiency)

Soft Skills

Project management/multitasking, Time
management, Communication skills, Cross-
functional collaboration