



HUI XU

Interaction Designer

huixuvisual@gmail.com

www.huixuvisual.com

China born, Japan raised, Europe based designer. My expertise lies in both traditional and digital design field, including graphic design, typography, branding identity, interaction design, app design and motion graphic design.

EXPERIENCE

Google | Google Cloud | Interaction Designer

Apr 2018 - Present | Warsaw, Poland

- Independently introduced impactful designs across 4 different product portfolios: Compute Engine, Data Analytics, Networking and SRE Tools (Sigma&Conga) as well as led end-to-end design for a new product (Domains).
- Develop detailed user journeys, mockups, and prototypes to effectively communicate interaction and design ideas.

Kodak Alaris | Interaction Designer

Jun 2017 - Nov 2017 | San Francisco, CA

- Created end-to-end design for Kodak Alaris mobile app, including user flows, wireframes, visual assets, and prototypes.
- Cross-functional collaborations with UI engineers, PMs and Marketing staff

Vignelli Center for Design Studies | Web Designer

Sept 2015 - May 2017 | Rochester, NY

- Redesigned official website for Vignelli Center of Design Studies

Kodak Alaris | Interaction Designer Intern

May 2016 - Aug 2016 | Rochester, NY

- Created interactive prototypes and UI designs for Kodak Alaris kiosk, website and mobile application.
- Participated user research sessions
- Created artworks for printed photo products

LANGUAGES

Native	Bilingual	Professional
Mandarin	Japanese	English

EDUCATION

Rochester Institute of Technology, Rochester, NY

Master of Fine Art, Visual Communication Design

Sept 2014 - May 2017

Rochester Institute of Technology, Rochester, NY

Master of Science, Packaging Science

Sept 2011 - May 2014

Shanghai University, Shanghai, China

Bachelor of Science, Packaging Engineering

Sept 2007 - May 2011

EXHIBITIONS

Imagine RIT 10 Second Animation Project, 2015

Rochester Institute of Technology, Rochester, NY

Designed and edited a ten second animation for Imaging RIT

RoCo's 6x6 Art Exhibition, 2016

Rochester Institute of Technology, Rochester, NY

Designed a series of 6x6 digital artworks; exhibited and sold

TOOLS

Sketch / Figma / Illustrator / Photoshop / InDesign / After Effects
/ Audition / Premier / Muse / Sketch / MAYA / Cinema 4D /

SKILLS

Interaction Design / Graphic Design / Motion Design / Video
Production / Data Visualization / Prototyping