

# Xinpei Zheng

Portfolio: <https://www.xinpei.design/>

## CONTACT

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## PROFILE

Innovative, creative and professional. Specialized in UI and UX design. I am a cheerful, ambitious and resilient person. I love my job and achieving milestones working with a team.

## LANGUAGES

Chinese - Native  
English-Business Fluent

## PROGRAMMING

HTML, CSS, JavaScript, C#, JavaFX, Python

## 3D MODELLING TOOLS

SketchUp, Maya

## SOFTWARE & TOOLS

Adobe Suite (Illustrator, InDesign, Photoshop), Unreal Engine, Unity, Figma

## EDUCATION

### Université Paris-Saclay (UPS)

Master of Science in Human Computer Interaction and Design (EIT digital master programme, M2 University)

2023.9-present

*Courses: Programming of interactive system, Advanced immersive interaction, Experimental Design and Analysis*

### Universidad Politécnica de Madrid (UPM)

Master of Science in Human Computer Interaction and Design (EIT digital master programme, M1 University)

2022.9-2023.6

*Courses: User experience and mobile interaction, Programming of user interfaces, User Experience and Mobile Interaction*

### Uppsala University

Bachelor of Arts in Game Design & Graphics

2019.9-2022.6

Scholarship: 15% tuition fee waiver for Uppsala's top performers financially impacted by the COVID-19 pandemic

*Courses: Game Design, 3D Modelling, Art in Games, Game Production*

## WORK EXPERIENCE

### LISN - Laboratoire Interdisciplinaire des Sciences du

Numérique, Paris, France 2024.3 - present

Master thesis project

- Topic Exploration: Investigate the "User Experience of Agency in Co-Gestures on Large Displays".
- Application of Co-Gestures: Utilize large displays to facilitate co-gestures, where several users coordinate to achieve a specific joint action outcome.
- Typical Example: 'Throw and Catch,' where one user throws a graphical item towards another user, who then catches it.
- Need for User Coordination: Co-gestures between two users necessitate the coordination of each other's actions.
- Refinement Through Theoretical Models: Refine co-gestures based on theoretical models derived from a cognitive science perspective.
- Exploration of Agency: Explore the sense of agency – the experience of exerting control over one's actions and their effects in the environment.

### Asiantreats Nordic, Uppsala, Sweden 2020-2022

UX designer

- Designed a dozen of user stories, personas, and storyboards to maximize the experience of potential users on our website
- Elaborated the sitemap and prototypes for each web-page of the future website
- Tested the prototypes on around 50 potential users and used the feedback to improve the visual design, chiefly by simplifying icons and color schemes.

### Uppsala University 2019 - 2020

Student Ambassador

- Engaging and share the experiences at Uppsala University on social media.
- Increased the number of followers on the University's Weibo account from 4,000 to 10,000 during my tenure.