
GABY SHANGGUAN



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<https://www.linkedin.com/in/gabysg/>

Portfolio: <http://imgaby.me>

PUBLICATIONS

IEEE conference (2016 ICIEA)
Journal Mathematical Problems in
Engineering (2015)

SKILLS

UX Design, UX research

HTML/CSS/JS C# Python R d3

Unity3D| Brackets| Axure Qualtrics|
Sketch| Figma Tableau| Adobe |
Solidworks | 3dsMax | SpeedTree

WORK EXPERIENCE

UX ADVOCATE | SEP. 2016 - 17 @ UXOFFER, BAY AREA

Redesigned homepage of Wemart, who provides E-commerce websites/app for Macy's in China. Helped instructors with UX courses for hundreds of students learning UX.

SOFTWARE ENGINEER | JUNE. 2015 - 16 @ HUATAI

Designed and coded a real-time UI controlling 3D model running in Unity3D. Cooperated with China Railway Maintenance Co., Ltd.

CURRENT PROJECTS

RA | UX DESIGN / RESEARCH LEAD @ GEORGIA TECH

Jan 2018 - Present

A mobile dashboard for collaboratively developing AR monuments and expansive artworks in public squares. I am leading a 9-people UX team.

GRA | ARBORETUM DESIGN @ GEORGIA TECH

Jan 2018 - Present

Assisting in creation of 3D architectural models and vegetation of GT Campus, creation of AR and VR applications in Unity3D and UX research and user testing.

EDUCATION

MS-HCI IC | MAY. 2019 @ GEORGIA TECH

GPA 4.0

COURSERA @ UMICH, STANFORD, etc
AVERAGE SCORE 95

MS-ME | MAR. 2017 @ ZHEJIANG UNIVERSITY

GPA 3.72, RANKING 1/45
