

# David Du

## UX Research

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## Projects

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### Master's Project

*Fall 2020 – Current*

*Empowering Communication in Collegiate Esports*

- Generating design ideas for a technological intervention
- Led 7 semi-structured interviews through Microsoft Teams with 6 different universities represented
- Generated a spreadsheet with research questions, goals, and targeted information to guide surveys and interviews
- Circulated and created a survey ending with 65 respondents from a minimum of 7 universities

### Cryptiks

*Fall 2020*

*Puzzle game solving anagrams 2D Rubik's Cube style*

- Led UX/UI design for the menu and puzzle screens
- Implemented proper arcana and stage selection in Unity
- Utilized Figma to create and document wireframes, prototypes, and past designs
- Compared designs to other similar mobile and puzzle game hierarchies

### Professional Esports and Cheating Paper

*Spring 2020*

*Research paper focused around professional esports players*

- Presented a virtual poster at UCI Esports Conference 2020
- Found a research topic through literature review in esports
- Narrowed the scope of the topic looking through comparisons between sports and esports

### Code Cup

*Fall 2019*

*QR-based application promoting the usage of reusable cups*

- Conducted a field observation and survey to understand the extent of the overall problem space
- Presented a set of design alternatives including a lid display in a poster session
- Narrowed down on the QR-based system and created an initial design through Figma
- Evaluated the design through heuristic evaluation and user testing through a set of metrics

### Jamba Rewards System

*Fall 2019*

*Reworking the rewards system in the new Jamba application*

- Researched user needs and context through task analysis, competitive analysis, and other methods
- Iterated through different sketched and wireframed designs and conducted feedback sessions
- Converged upon a singular design and evaluated it through semi-structured interviews

### Gravitas

*Spring 2018*

*VR Arena Shooter in zero gravity*

- Generalizing UI principles to VR to make sure the spacing, feel, and locomotion operates well
- Scripting and coding with tools such as VRDK, TMLPro, and Lidgren with a focus on UX
- Progressing using an Agile Scrum environment with weekly sprints and daily scrum meetings
- Creating and researching utilities such as SnapDropZones to implement into the world

### CapMetro Rework

*Fall 2017*

*Redesign of the CapMetro application*

- Created personas of prospective application users
- Wireframed using Adobe XD by creating various screens showcasing different design alternatives
- Moved the wireframe to InVision to test a functional prototype with users

## Skills

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**Tools:** Figma, Unity, InVision, Adobe XD, Illustrator, Git, Qualtrics, Tableau, Sublime, Visual Studio

**Methods:** User Testing, Heuristic Evaluation, Surveys, Semi-structured Interviews, Affinity Mapping, Tree Testing, Competitive Analysis, Card Sorting, Personas

**Languages/Libraries:** C#, JavaScript, p5js, Python, Java, React, Bootstrap, MATLAB, VRDK, SQL

## Education

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**Georgia Institute of Technology** *Fall 2019 – Present*  
Master of Science in Human-Computer Interaction  
Interactive Computing Track GPA: 3.91

**University of Texas at Austin** *Fall 2014 – Spring 2018*  
Bachelor of Science, Computer Science  
Minor in Information Studies

## Work Experience

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### Teaching Assistant for Clint Tuttle

*Spring 2018*

- Learned how to manage a complex adaptive system of 300+ students with just 3 Instructors
- Tested out new ways to innovate a class with new software while managing questions and concerns