

Binjie Sun

<http://binjiesun.com> / snbinjie@gmail.com / 502-264-1591

Education

Georgia Institute of Technology, Atlanta, GA *August 2011 - May 2015*
Master of Industrial Design

University of Shanghai for Science and Technology, Shanghai, China *September 2007 - May 2011*
Bachelor of Engineering in Industrial Design

MOOC (Massive Open Online Courses) *July 2015 - Present*
edX: Introduction to Computer Science and Programming Using Python, Introduction to Computational Thinking and Data Science, etc.; Coursera: Machine Learning, etc.

Skills

User Experience: User Research, Market Research, Interaction Design, User-centered Design Process, Evidence-based Design Method, Rapid Prototyping, Usability Test, Data Synthesis and Analysis

Toolbox: Axure, Balsamiq, Sketch, Photoshop, Illustrator, InDesign; HTML, CSS, JavaScript, D3.js, Python

Experience

VMWare AirWatch, Atlanta, GA *July 2015 - Present*
User Experience Designer

- Research and design complex enterprise software with focuses on security and simplicity. Collaborate with project managers and developers on daily bases to create the best user experience possible.
- Notable projects include custom reporting – a customized reporting system that provides IT administrators with actionable and result-driven statistics, and Workspace ONE Intelligence – an advanced data platform that provides deep insights into the entire digital workspace and deliver powerful automations.

GT Thrift Shop, Atlanta, GA *July 2013 - Present*
Founder

- Founded GT Thrift Shop as an online group only for Georgia Tech students to sell and buy used stuff. It has ~23,000 members at the time of early 2018 and is still growing at a fast rate.
- Create initiatives to promote the group to even more students. Manage group activities to make sure the community is growing healthy.

Georgia Tech Visual Policy Initiative, Atlanta, GA *January 2015 - May 2015*
Graduate Research Assistant

- Work with researchers from both Public Policy and Digital Media departments to create evidence-based visual arguments for Marcus Autism Center.
- The data we collected and visualized is served as a method to convince Georgia legislators to improve public policies to better support Autistic Children and family.

Georgia Tech Design and Social Interaction Studio, Atlanta, GA *September 2014 - December 2014*
Graduate Assistant

- Worked with Professor Nassim JafariNaimi to design and build a website for Design and Social Interaction Lab to showcase its diverse research efforts.
- The design focuses on simplicity, professionalism and playfulness, and is well received by research groups and students at Georgia Tech and professionals from the industry.

GT WebDev, Atlanta, GA *September 2014 - December 2014*
Marketing Director

- On a team made up of mostly computer/software engineers, I bring in my unique skill set to lead its marketing and design effort to promote a series of group events to tens of thousands of students.

General Electric, Louisville, KY *August 2013 - August 2014*
Interaction Design Intern

- Through a wide variety of research and design activities, I designed both production and conceptual user interfaces for home appliances.

- Notable projects include Hotpoint - a product series used by millions of American families, and MicroKitchen - a bold move by GE into the modern small living space.
- The tolerance for production design is less than 0.005 inch.

Projects

Craft.com, Atlanta, GA

March 2014 - August 2014

Co-founder

- Craft is a web-based platform that promotes and sell college design students' work exclusively.
- The project is selected as one of the best out of ~20 projects at *3 Days Startup* event.

Sketch Master, ACM

August 2013

Co-author

- Sketch Master is a game designed to help players to learn and practice drawing from memory.
- The paper is selected into ACM Creativity & Cognition Conference in Sydney, 2013. The paper was collected in ACM Digital Library.