

Binjie Sun

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Education

Georgia Institute of Technology, Atlanta, GA
Master of Industrial Design

August 2011 - May 2015

University of Shanghai for Science and Technology, Shanghai, China
Bachelor of Engineering in Industrial Design

September 2007 - May 2011

Massive Open Online Course (MOOC)

March 2014 - Present

edX: Introduction to Computer Science and Programming using Python, Introduction to Computational Thinking and Data Science; 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
User Experience Designer

July 2015 - Present

- 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
Founder

July 2013 - Present

- 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
Graduate Research Assistant

January 2015 - May 2015

- 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
Graduate Assistant

September 2014 - December 2014

- 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
Marketing Director

September 2014 - December 2014

- 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
Interaction Design Intern

August 2013 - August 2014

- 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.