SNOW XU

Design Research - Accessibility - User Empathy

CONTACT

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EDUCATION

Master of Design Studies
Art, Design & Public Domain
Harvard University Graduate School
of Design | Cambridge, MA
Sept 2020 – Dec 2022 (planned)

Bachelor of Fine Arts
Art & Technology Studies
School of the Art Institute of Chicago
| Chicago, IL
Sept 2015 – May 2019

SKILLS

Design | Adobe Photoshop,
Premier, AfterEffects, InDesign,
Illustrator, Figma
Interactive | VR, AR, Arduino,
openFrameworks, Processing
Coding | C++, C#, P5js, HTML,
CSS, Javascript
Research | Interview, data analysis
& synthesis, storytelling
Management | Leadership,
project management, finance

BIO

Snow is a multi-disciplinary design researcher driven to make products and experiences accessible and intuitive for users of all physical and cognitive abilities. Her backgrounds in tech, design, and social studies motivate her to seek balance between inclusive and efficient design.

WORK EXPERIENCE

Design Researcher - Develop inclusivity and accessibility-driven wearables and design tools with disabled users
Open Style Lab, NYC | July 2019 – Present

- Co-lead all phrases of design research, including desk research, user experience interviews, qualitative analysis, and presenting synthesized evaluation.
- Work cross-functionally with design, marketing, engineering, and healthcare to prototype and fabricate adaptive wearables and accessible design tools for users with disabilities.
- Facilitate in-person and virtual workshops for design ideation, user interview, and research presentation at Cooper Hewitt Museum, Boston's Museum of Science, in collaboration with external partners.
- Manage team coordination to benchmark project progress, mentor new members, and manage finance. Spearhead non-profit grant application writing.
- Collaboratively produce video and graphic contents for Washington Post, CBS News, e-learning platforms, YouTube, Instagram, and Twitter.

Creative Technologist Intern
Viacom, NYC | June 2018 – Aug 2018

- Collaborate with data analysts and software architects to visualize real time social media engagement data on iOS AR via Unity3D.
- Host weekly demo hours to introduce cutting edge AR, VR, MR products to company administrators, employees, and visitors.