

Xin SHU

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-----Education-----

Newcastle University, UK

PhD in Human Computer Interaction

10/2023 -Present

- **Focus:** *AI system, Multimodal Interaction, Education, Gesture Recognition, Affective Computing*

University of Edinburgh, UK

MSc in Design Informatics

Pass with Merit 09/2023 -06/2022

- **Core Modules:** *Case Studies in Design Informatics, Design with Data, Histories and Futures of Technology, Data Science for Design, Informatics Project Proposal, Usable Security and Privacy*

Dalarna University, Sweden

Bachelor's Degree in Information Systems

GPA:4.5/5.0 09/2020 -06/2021

- **Core Modules:** *Design of Mobile Systems, System Maintenance and Testing of IT systems, Enterprise Architecture (EA) and Database Programming, Systems Development on the Internet, Distributed Computing*

University of Oulu, Finland (Exchange Programme)

Bachelor's Degree in Computer Science

GPA:4.0/5.0 09/2019 -06/2020

- **Core Modules:** *Human-Computer Interaction, Deep Learning, Affective computing, Programmable Web Project, Distributed Systems, Digital Image Processing*

Jiangxi University of Finance and Economics, China

Bachelor's Degree in Software Engineering

GPA:91/100 09/2017 -06/2019

- **Core Modules:** *Computer Application Technology, Advanced Mathematics, JAVA Primary Programming, Introduction to Information Technology, Software Engineering Skills Practice*

-----Research Experience-----

Tsinghua University, China

07/2021-09/2022

Position: Research Assistant

- **Work with AI and Work for AI: Autonomous Vehicle Safety Drivers' Lived Experiences:** Co-authored a study exploring autonomous vehicle safety drivers' interactions and challenges with AI systems. Conducted interviews with 20 drivers and analyzed findings, contributing to a report on human-AI collaboration in autonomous driving. Published at CHI'23. [DOI: 10.1145/354548.3581564]
- **A Review of Non-contact Physiological Technologies at Smart Home. Packaging Engineering:** Co-authored a review on non-contact physiological monitoring technologies in smart home environments, covering innovations like infrared and radar-based sensors for health applications. Published in Packaging Engineering, a key journal in China. [2022, 43(16):10-26, DOI: 10.19554/j.cnki.1001-3563.2022.16.002]

-----Full-time Work Experience-----

Kuaishou (A leading content community and social platform globally)

07/2021-03/2022

Position: Product Manager

- **Enhanced User Interface:** Optimized clip search, display, and streaming functions, increasing clip library views by 23%. Integrated text templates and stickers in cover editing, expanding design resources and reducing upload costs, which led to a 13% rise in cover views and a 17% increase in sharing.
- **Automation and Process Efficiency:** Collaborated with the image recognition team to automate cover recommendations by analyzing video frames and selecting the most relevant content. This automation enhanced content relevancy and minimized manual processes, contributing to a more efficient user experience.
- **User Engagement and Impact:** Implemented feedback loops to continuously refine the interaction logic of cover templates, ensuring a high-quality and consistent user experience. Achieved a 5% increase in user retention for the 'Kuaiying' video editor, raising the overall retention rate from 30% to 35%. The platform now supports 3.5 million daily active users through enhanced video/photo library optimization and cover template design.

Patent: Intelligent recommendation function of the Cover Template of the Kuaiying App. Awarded both an invention and design patent in Oct 2021 (No. 2021KT2414).

-----Internship Experience-----

Shopee (The leading e-commerce online shopping platform in Southeast Asia)

04/2022-07/2022

Position: Product Manager Intern

- **Improved Enhanced Incentive and Growth System:** Improved user retention by 1.2 minutes by adding task posting, mentorship tasks, and stage feedback for video-watching activities. Increased DAUs from 1.7 million to

2.1 million by refining the growth strategy and building sustainable tools for the Shopee video platform.

- ❑ **Boosted User Engagement:** Implemented themed pages based on local festivals and events, resulting in an additional 32,000 Daily Active Users. Also improved video reach conversion by 5% with the addition of shortcuts and green channels.

DiDi Global Inc. (The world's leading mobility technology platform)

01/2021-05/2021

Position: Product Manager Intern

- ❑ **Product Design & Implementation:** Contributed to building an outbound calling robot system from scratch. Produced four PRDs for the SaaS platform (Account Center, Enterprise Authentication, Enterprise Management, and Auto Blacklisting), and two PRDs for the Admin platform (Task Optimization, Enterprise Audit).
- ❑ **Competitive product research:** Analyzed competitors like Spici, Baidu Smart Cloud, and Ali Cloud from an HCI perspective, identifying their strengths and weaknesses. Compiled insights into a report that informed the channel strategy for market positioning.
- ❑ **Troubleshooting:** Ensured accuracy for 1,000 speech recognition tags, improving both interaction and tag accuracy.

NetEase Inc. (A leading internet technology company based in China)

09/2020-12/2020

Position: Product Manager Intern

- ❑ **Designed and built new software product:**
 - Responsible for about 70% of the software functions of an Intelligent English learning machine for middle and high school students. (<https://smart.youdao.com/superDict>)
 - Output six PRDS of new functions such as listening, reading, writing correction and parental control, as well as five PRDS of optimised functions such as Oxford Dictionary display and dictionary header display.
- ❑ **Performed competitive analysis:** Studied iFlytek, XiaoAi Teacher, WeChat Reading and other similar competing products in depth, analysed their learning motivation system, reading habit system and other intelligent learning machine software systems in conjunction with human-computer interaction theory, and wrote an investigation report.

-----Projects-----

Programmable-web-project: Events API (Flask-RESTful), *Position: Leader*

11/2019-05/2020

(<https://github.com/Mr-Sushi/PWP>)

- ❑ Led the design and implementation of an API to integrate event resources from multiple organizations, including database design, API development, and testing, achieving 100% code coverage and seamless user accessibility.

Gluttonous Snake Enhanced Version, Individual Project

01/2019-02/2019

(<https://github.com/Mr-Sushi/Super-Snake>)

- ❑ Developed an intelligent snake game using Cocos Studio and JavaScript, implementing algorithms for obstacle avoidance and real-time feedback to enhance user engagement.

-----Skills & Qualification-----

- ❑ **Programming language:** Python, Java, JavaScript, C++, SQL, MATLAB, and R
- ❑ **Software:**
 - Programming class: Visual Studio Code, Android Studio, Git, Jupyter Notebook, MySQL
 - Prototype drawing class: Axure RP, Adobe XD, Figma
 - Design class: Photoshop, Lightroom, Adobe Premier
 - Psychological Counsellor Qualification Certificate, Level 3 19/07/2019
 - Contracted Creative Photographer with Visual China 09/2020
- ❑ **Languages:** Chinese (Native), English (TOEFL: 109)

-----Honours & Awards-----

Academics:

- ❑ Outstanding Graduate Award 06/2021
- ❑ First Prize Scholarship for Overseas Students 05/2020
- ❑ Highest Scholarship from Dalarna University 04/2020
- ❑ University Level Merit Student 12/2018

Competitions:

- ❑ Third Prize in Jiangxi Province University Student Mathematical Modelling Competition 12/2019
- ❑ Third Prize in Internet + University Student Innovation and Entrepreneurship Competition 09/2019
- ❑ Science and Technology Star Corporate Scholarship 05/2019
- ❑ Second Prize in the 2018 Jiangxi Province University Student Computer Competition 05/2018