

# Xuchi Luo

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## EDUCATION

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<b>Northeastern University, Boston, MA</b> <i>Master of Game Science and Design</i>	<b>09/2023-06/2025</b> GPA: 4.0/4.0
<b>Beijing Normal University, Beijing, China</b> <i>Bachelor of Science in Psychology</i> <i>Minor in Data Science and Big Data Technology</i>	<b>09/2018-07/2022</b> GPA: 3.6/4.0

## TECHNICAL KNOWLEDGE

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**Game:** Unity | Visual Scripting | Unreal Engine 5 (Blueprints) | Processing | Scratch 3  
**Design:** Figma | procreate | Blender | Adobe Illustrator | Photoshop  
**Data Analysis and Visualization:** Tableau | SQL | Python | R | SPSS | MATLAB | Qualtrics | Tobii pro lab (eye tracking)  
**Project Management:** GitHub | Trello | Microsoft Office Suite

## PROFESSIONAL EXPERIENCE

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<b>Institute of Psychology of the Chinese Academy of Sciences</b> <i>Research Assistant</i>	<b>02/2022-05/2022</b> Beijing, China
<ul style="list-style-type: none"><li>Collected and researched data from more than 400 questionnaires and established a mediation model after reviewing articles in the fields of aggressive behavior model, attribution theory, personality, and so on</li><li>Filled a gap in the research field and pondered how to improve communication in road traffic in the future based on the established model.</li></ul>	
<b>Toy Innovation Design Workshop</b> <i>Toy Designer</i>	<b>12/2021-01/2022</b> Lab for Lifelong Learning Tsinghua University (TULLL)
<ul style="list-style-type: none"><li>Conducted industry investigation, combining with the characteristics of children's psychological, investigated 3-8 years old children's toys demand, and designed the toys according to the results.</li></ul>	
<b>Innovation of Automotive Glass for Saint-Gobain</b> <i>UX Designer</i>	<b>09/2021-12/2021</b> Beijing Normal University & Saint-Gobain
<ul style="list-style-type: none"><li>Conducted user research, including the questionnaire interview, user portrait, user journey figure, brainstorming, and storyboard.</li><li>Designed automotive glass functions and interactive gestures for affordable users to meet their commuting needs, enhancing the user interaction experience at pain points</li></ul>	

## LEADERSHIP EXPERIENCE

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<b>Beijing Normal University Youth Volunteers Association</b> <i>Project leader</i>	<b>09/2018-06/2020</b> Beijing Normal University
<ul style="list-style-type: none"><li>Guided and design cognitive training game to help the elderly with Alzheimer's disease recover.</li><li>Provided companionship service for children with mental disorders (autism, ADHD).</li></ul>	
<b>Dyslexia Intervention</b> <i>Reading Intervention Program Developer</i>	<b>09/2021-12/2021</b> Beijing Normal University
<ul style="list-style-type: none"><li>Designed and facilitated intervention classes</li><li>Successfully evaluated and improved children's reading abilities through the implementation of a comprehensive intervention program.</li></ul>	

## ACADEMIC PUBLICATION

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- Chang, E. C., Tian, W., Jiang, X., Yi, S., Liu, J., **Luo, X.**, ... & Hirsch, J. K. (2020). Beyond the role of loneliness in psychological ill-being and well-being in females: Do social problem-solving processes still matter?. *Personality and Individual Differences*, 155, 109729.
- Yu, J., Ge, Y., **Luo, X.**, & Qu, W. (under review). Did the bumper sticker piss you off? The mediating roles of blame judgement and negative emotion. *Journal of Safety Research*.