

Rundong (Andy) Jiang

☎ 270-406-0310 | ✉ rdj@stanford.edu

Education

Stanford Graduate School of Education

Stanford, CA

M.A. IN LEARNING, DESIGN AND TECHNOLOGY

Sep. 2018 - Exp. Sep. 2019

- Relevant courses: Qualitative Research Methods, Create a New Venture: From Idea to Launch, Learning Experience Design

Carnegie Mellon University

Pittsburgh, PA

B.S. IN MATERIALS SCIENCE AND ENGINEERING

Aug. 2014 - Dec. 2017

- Minor in German Studies; University Honors

Projects

Reading Reimagined

INTRODUCING JAPANESE EDUCATIONAL MANGA TO DYSLEXIC CHILDREN IN THE U.S.

Jan. 2019 - Mar. 2019

- Collaborated with three Japanese students to develop value proposition and business model of a new venture
- Interviewed 20+ teachers, school administrators, parents and children to inform product design and content offering
- Conducted user test with 6 parents and students from 2 local schools

Harmonious (IDC 2019)

EXPRESSIVE CONFIDENCE THROUGH EXPLORATIVE CONSTRUCTION OF CHORD PROGRESSIONS

Jan. 2019 - Mar. 2019

- Designed a tangible musical interface for building chord progressions using Sonic Pi and ReactIVision
- Created an interactive instruction book for the interface in both digital and physical format

NEU: New Experience Union

ARTSHACKATHON, FIRST PLACE

Jan. 2019

- Interviewed 10+ ballet-goers about their experience at the SF Opera House to understand their pain point
- Prototyped an immersive installation to elevate the front-of-house experience through photo taking and sharing

Animigo: Where we bring the zoo to you.

FINAL PROJECT OF LEARNING EXPERIENCE DESIGN

Sep. 2018 - Dec. 2018

- Observed parent-child interaction at Palo Alto Junior Museum and Zoo to extract point of views
- Designed an online interactive experience for children and parents to learn about animals together remotely

Research and Teaching

Carnegie Mellon University

Pittsburgh, PA

RESEARCH ASSOCIATE

Jun. 2018 - Jul. 2018

- Restarted a project on the emulation of rubber deformation for teaching purposes using a haptic device
- Implemented a more accurate rubber model and achieved the desired force feedback behavior
- Collaborated with another student to redesign the interface using Visual C++ and SDL

Carnegie Mellon University

Pittsburgh, PA

LANGUAGE ASSISTANT FOR ELEMENTARY, INTERMEDIATE & ADVANCED GERMAN

Sep. 2015 - Dec. 2017

- Assisted over 30 students with grammar and vocabulary through 1-on-1 meetings
- Corrected homework consisting of daily conversations and short essays

Skills

User Experience

Collaboration, Competitive Analysis, Ethnography, Game Design, Interviewing, Observation, Presentation, Rapid Prototyping, Survey Design, Team-building, Usability Testing, Wireframes

Technical

Audacity, Figma, iMovie, Logic, MATLAB, Pro Tools, Python, SOLIDWORKS

Languages

Fluent in Chinese and German