

## 项目经历&工作经历 EXPERIENCE

UX 设计工程师（软硬件交互方向） 追觅科技（苏州）有限公司 2023.06-至今

- 负责多款智能清洁设备的 LED/LCD 屏幕体验体系，主导信息架构、状态映射与跳转逻辑，方案 100% 落地量产。
- 主导情感化灯光设计，并与嵌入式共建调试工具，负责上机调试与程序输出，显著提升设备状态反馈的一致性。
- 负责 DREAME WASH APP 的体验重构：统一多设备信息架构、优化操作流、强化设备联动并引入 AI 能力，提高多设备场景的理解与控制效率。
- 跨 ID、结构、电子、嵌入式、算法团队协作，将体验需求转化为可量产方案，并在工程约束下推动多轮优化。

用户体验工程师 深圳市火乐科技发展有限公司（坚果投影） 2022.01-2022.12

- 主导 VR 2D/3D 交互体验研究与规范输出，多项方案量产应用，满意度最高达 92%。
- 独立负责 VR 手柄震动与音效体验设计，产出全量需求方案与规范。
- 推动头显入场与新手引导体验优化，提出 20+ 方案并全部投入产品。

创意产品设计 酷爱教育科技有限公司（上海）有限公司 2021.06-2021.12

- 独自设计开发青少年科技美育交互产品，调研30+种产品，教学、迭代3次100+人次，入选上海市素质教育优质课程项目资源，客户满意度达96%。
- 100%负责智慧家居、农场交互教育产品的开发，教学试课2次，培训17位教师，销售额达3W。

联合策展人/交互体验设计 UAL 2019.12-2020.09

- 作为联合策展人，策划伦敦设计节2020 UAL 展览主题，负责39人的跨国设计师团队的布展。
- 奥地利 ARS ELECTRONICA 展览展出穿戴式声音互动装置，选为分展览主页主推荐位
- 英国 V&A 艺术馆展览 负责软硬件体验设计开发，展出合作交互艺术装置，累计参观人数达2000余次，接受采访刊登在官网主页。

电子工程师 立讯精密电子（昆山）有限公司 2016.07-2017.07

## 教育经历 EDUCATION

伦敦艺术大学（QS TOP 2） 交互设计专业一级优等硕士（前10%） 2019.09-2021.03

南京理工大学 电子信息工程学士 2012.09-2016.06

## 专业技能 SKILLS

软硬件交互，用户画像；原型制作；用户研究,相关利益者访谈; 教育教研；英语听说读写流利

Figma, Adobe 系列, Arduino, Processing, P5.js, Unity, ShapeXR, SQL, Final Cut Pro.

# Shuai Ma

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## EDUCATION

### UNIVERSITY OF THE ARTS LONDON

LONDON, UK | SEP 2019 - MAR 2021

MA, Interaction Design (Distinction)

### NJUST UNIVERSITY

NANJING, CHINA | SEP 2012 - JUN 2016

BEng, Electronic & Information Engineering

## SKILLS

### Software

Figma  
Adobe Suite  
Unity  
Keynote  
Final Cut Pro  
Logic Pro

### Research & Design

UX Research  
Motion Design  
Technology Analysis  
Wireframe  
Prototyping  
Usability Test  
Haptics Design  
Video Editing

### Maker & Programming

Arduino  
Processing  
Mad Mapper  
Max Msp  
Laser Cutting  
Electric Welding

### Language

Chinese  
English

## ACHIEVEMENTS

### Guest Speaker

UAL MA Interaction Design Open Day 2021

### Recommended Interactive Installation

Ars Electronica 2020

### Exhibited at

London Design Festival 2020

### Featured Interactive Installation

London V&A Museum Exhibition & Interview  
Team members: Mariana Marangoni, Ipek Demircioglu, Kehan Zhang and Eva Pan

## EXPERIENCE

### UX Design Engineer at Dreame | Suzhou, China

JUN 2023 - Present

- Led the end-to-end LED/LCD screen experience system for multiple smart cleaning devices—covering information architecture, state mapping, navigation logic, and readability standards; solutions were fully adopted and mass-produced.
- Directed expressive lighting design and co-built a debugging tool with embedded engineers; completed on-device tuning and final program delivery, greatly improving clarity and consistency of device feedback.
- Rebuilt the Dreame Wash App by unifying multi-device information architecture, streamlining interaction flows, enhancing device-to-device coordination, and introducing AI capabilities to improve multi-device comprehension and control.
- Collaborated cross-functionally with ID, structural, electrical, embedded, and algorithm teams to translate UX concepts into production-ready engineering solutions and drive continuous refinement under technical constraints.

### UX Design Engineer at JMGO | Shanghai, China

JAN 2022 - DEC 2022

- Led UX research and guideline development for VR 2D/3D interaction, delivering multiple validated solutions with user satisfaction up to 92%.
- Designed complete haptic and audio experience systems for VR controllers, including requirements, tuning, and UX guidelines.
- Improved onboarding and tutorial flows for VR headsets, delivering 20+ solutions fully implemented in product.

### Product Designer at Codejoy | Shanghai, China

JUN 2021 - DEC 2021

- Designed youth STEAM interactive products; researched 30+ references, iterated with 100+ users, and earned selection into Shanghai's high-quality curriculum program (96% satisfaction).
- Led development of smart-home and agriculture interactive products; conducted teaching trials, trained 17 instructors, and generated 30K RMB in sales.

### Electronic Engineer at Luxshare-ICT |

Suzhou, China

JUL 2016 - JUL 2017