Contact

- https://belphe13.github.io
- lyang57@illinois.edu
- 217-979-0654

Skills

Technical Tools

HTML, CSS, JavaScript
C, C++, C#, Python
SystemVerilog, Assembly
Git, SVN, Command Line

Design Methods

Web Development
User Interface Design
Data Visualization
Design Thinking
User Research
Personas, Scenarios
Ideation, Prototyping, Mockups
Storyboarding, Wireframing
User Interviewing, Surveying
Usability Testing
Model Making

Design Tools

Adobe Creative Suite
Arduino, Unity, Blender
Axure, Tableau

Courses

CS 465: User Interface Design
CS 418: Interactive Computer
　　　　　Graphics
CS 498 VR: Virtual Reality
CS 498 DV: Data Visualization
CS 440: Artificial Intelligence
CS 225: Data Structures
CS 173: Discrete Structures
ECE 391: Computer Systems
　　　　　Engineering
ECE 385: Digital Systems Laboratory

Lilan Yang

UX Engineer Graduating in December 2019
Looking for Internship / Full-Time Opportunities

Education

University of Illinois at Urbana-Champaign　　*Aug 2015 - Dec 2019*
- Bachelor of Science in Computer Engineering　　*GPA: 3.0*
- Minor in Art and Design with Interaction Concentration

Experience

Siebel Center for Design　　*May 2019 - Present*
Design Researcher　　*Champaign, IL*
- Use design thinking to investigate perceptions of Grainger Engineering
- Conduct 20+ interviews with high-profile recruiters and academic peers

Zenith Information Technology Co., Ltd　　*Jul 2017 - Aug 2017*
UI Design Intern　　*Chongqing, China*
- Contributed to build government web office platform
- Utilized HTML, CSS and JavaScript to implement interface designs

MGM International Media Company Inc　　*May 2017 - Jun 2017*
Marketing Intern　　*New York, NY*
- Managed social media accounts including YouTube and Instagram
- Analyzed website traffic using Google Analytics and maintained website

Project Highlights

Cinepath　　*Oct 2018 - Present*
Visualized Interface for Cinematic Film Locations
- Designed and developed prototype platform to analyze film locations
- Visualized cinematic film locations with JavaScript and Google Maps API

CyberEncoding　　*Apr 2019 - Jul 2019*
Video Processing Recreation of Science Fiction Film Clips
- Accomplished pixel manipulations using MATLAB and p5.js library
- Explored interconnectedness in a trio of 20th century sci-fi movies

FSAE Sponsor Project　　*Nov 2018 - Dec 2018*
Virtual Reality Simulation for Illinois' Formula SAE Team
- Collaborated with a team of 5 engineering students for Illinois Motorsports
- Created 3D modeling for FSAE autocross tracks using Blender