

Lilan Yang

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Education

Rhode Island School of Design

Sep 2020 - Jun 2022

Providence, RI

- Master of Fine Arts in Digital + Media
- RISD Fellowship and Graduate Assistantship
- RISD Graduate Commons Grant Recipient

University of Illinois at Urbana-Champaign

Aug 2015 - Dec 2019

Champaign, IL

- Bachelor of Science in Computer Engineering
- Minor in Art and Design with Computational Art Concentration

Professional Experience

Wintersession Course Instructor

Jan 2022 – Feb 2022

Providence, RI

Digital + Media Department at Rhode Island School of Design

- Co-designed and co-taught a studio class about deepfake, its applications and social critiques
- Hosted 2 technical workshops related to command lines and generative adversarial networks
- Substituted to teach Intro to Computing class by helping 16 students build games using p5.js

Technical Project Lead

Jun 2021 - Aug 2021

Cambridge, MA

Chinese Art Media Lab at Harvard University

- Led design team of 4 on *Study of Laughter*, an online interactive archive that maps 1980s emotions in China
- Conducted user research with world-renowned contemporary art historians, curators and researchers
- Prototyped a website with cargo.site and JavaScript based on user interface design using Figma

Graduate Research Assistant

Sep 2020 - Dec 2020

Providence, RI

Nature Lab at Rhode Island School of Design

- Worked on The Illuminated Bay, a project funded by the RI-STAC collaborative research grant
- Created compelling, visual, data-driven content concerning Narragansett Bay's history, ecology and future
- Investigated the technology and methods involving metrics and data collection for public art installation

Design Researcher + Strategist

May 2019 - Aug 2020

Champaign, IL

Siebel Center for Design at Illinois

- Led 2 teams conducting user research with SCD Taxonomy (Understand, Synthesize, Ideate, Prototype, Implement)
- Initiated curricular collaboration on teaching about design thinking in college-level engineering class
- Worked on web integration for virtual K-12 professional development on human-centered design

Skills

Programming HTML | CSS | JavaScript | C | C++ | C# | Python | p5.js | d3.js | Django | SQLite | Git | SVN | Assembly

Design Methods UI Design | Data Visualization | Design Thinking | UX Research | Ideation | Prototyping | Mockups | Storyboarding | Wireframing | Interviewing | Synthesis | Surveying

Design Tools Adobe Creative Suite | Figma | Tableau | Unity | Blender | Axure | Miro | Balsamiq

Languages English | Mandarin