

# Lilan Yang

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## Education

### Rhode Island School of Design

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

Sep 2020 - Jun 2022  
Providence, RI

### University of Illinois at Urbana-Champaign

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

Aug 2015 - Dec 2019  
Champaign, IL

## Professional Experience

### Technical Project Lead

*Chinese Art Media Lab at Harvard University*

Jun 2021 - Aug 2021  
Cambridge, MA

- Leads the design team of 4 on *Study of Laughter*, an online interactive archive that maps 1980s emotions in China
- Conducts user research with world-renowned art historians, curators and researchers
- Coordinates with research team and investigates into innovative ways to present academic findings

### Graduate Assistant

*Nature Lab at Rhode Island School of Design*

Sep 2020 - Dec 2020  
Providence, RI

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

### Design Strategist

*Siebel Center for Design at Illinois*

Dec 2019 - Aug 2020  
Champaign, IL

- Led two students teams to conduct user research using Siebel Center for Design Taxonomy
- Collaborated with Gies college of business on improving digital learning experience via user research
- Offered insights to COVID-19 steering committee on maintaining student community virtually
- Initiated curricular collaboration on teaching about design thinking in 100-level engineering class
- Worked on web integration for virtual K-12 professional development on human-centered design
- Participated in recruitment process to identify qualified summer internships candidates

## Skills

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

**Design Methods** User Interface Design | Data Visualization | Design Thinking | User Research | Persona | Scenarios | Ideation | Prototyping | Mockups | Storyboarding | Wireframing | User Interviewing | Download | Synthesis | Surveying

**Design Tools** Adobe Photoshop | Illustrator | InDesign | XD | Premiere | After Effects | Lightroom | Dreamweaver | Arduino | Unity | Blender | Axure | Tableau | Figma

**Traditional Art Media** Drawing | Painting | Jewelry + Metal | Ceramics | Printmaking | Photography | Filmmaking

**Languages** English | Mandarin