

Lilan Yang

135 W Clark Street, Champaign, Illinois 61820

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

Education

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

Award

Cinepath - Second Place, Data Visualization Competition

Oct 2019

Champaign, IL

- Organized by Illinois University Library

zkTap - Honorable Mention, ECE Senior Design Hall of Fame

Dec 2019

Champaign, IL

- Provided by ECE 445: Senior Design Laboratory

Professional Experience

Siebel Center for Design at Illinois

May 2019 - Present

Design Researcher

Champaign, IL

- Integrated design thinking into strategic planning for newly-named Grainger Engineering
- Conducted user research around external and internal perceptions of the college
- Interviewed 40+ high-profile recruiters, academic peers and recent graduates

Zenith Information Technology Co., Ltd

Jul 2017 - Aug 2017

UI Design Intern

Chongqing, China

- Contributed in building government web office platform
- Communicated with UI designers to implement interface designs
- Created site layout and user interface using HTML and CSS practices

MGM International Media Company Inc.

May 2017 - Jun 2017

Marketing Intern

New York, New York

- Managed social media including YouTube and Instagram on daily basis
- Maintained website and analyzed website traffic with Google Analytics
- Assisted with daily administrative duties in the office

Other Experience

Exploring the Intersection of Creativity and Engineering Camp at UIUC

Jun 2019 - Jul 2019

Summer Camp Facilitator

Champaign, IL

- Facilitated week-long summer camps for high school students and incoming freshmen
- Cohosted “The Wallet Project” workshop by d.school with colleagues at SCD
- Mentored nearly 80 teenagers in total in user interviews, downloads and synthesis processes

Department of Physics at UIUC

May 2018 - May 2019

Student Employee

Urbana, IL

- Worked as moderator at science-based escape room *LapEscape*
- Organized room and puzzles in timely and detail-oriented fashion
- Demonstrated physics phenomena to the general public and engaged in outreach activities

University Housing at UIUC

May 2019 - Present

Dining Hall Worker

Champaign, IL

- Served and prepared food for 750+ students and faculties during lunchtime
- Worked in a fast-paced atmosphere in dishwashing procedures
- Maintained sanitized stations, including buffet, salad bar

Projects

zkTap

Sep 2019 - Present

A Zero-Knowledge Trustless Authentication Protocol

- Worked with 2 engineering seniors on cryptographic application against credit card skimming
- Focused on Back-end web application using high level Python web framework Django
- Implemented a visual aid to help understand the utilization of authentication protocol

Cinepath

Oct 2018 - Present

Visualized Interface for Cinematic Film Locations

- Designed and developed prototype platform to analyze film locations
- Collected dataset of timestamps and coordinates for 2 films frame by frame
- Visualized cinematic film locations with JavaScript and Google Maps API

CyberEncode

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
- Investigated into the literal and figurative journeys as a subject of cinema study

Formula SAE Sponsor Project

Nov 2018 - Dec 2018

Virtual Reality Simulation for FSAE Team Illinois Motorsports

- Collaborated with 5 engineering students to tackle racing practices in extreme weather
- Created 3D modeling for FSAE autocross tracks using Blender
- Integrated 3D models into racing simulator Assetto Corsa

Dropper

Nov 2018 - Dec 2018

Locative Music App User Interface Design

- Prototyped new music discovery experience based on geolocation and user movement
- Utilized narrative simulation and storyboarding in prototyping
- Designed an interactive user interface for mobile application using Adobe XD

Old School

Oct 2018 - Nov 2018

Semiotic Gestural Design for Music Playback

- Conceptualized the control for physical amplifiers into a non-verbal gestural interface
- Worked with a graphic designer in creating a manual
- Directed and produced Wizard-of-oz advertisement using persona and scenarios

Skills

Programming C | C++ | C# | HTML | CSS | JavaScript | Python | SystemVerilog | 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 | Downloads | Synthesis | Surveying

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

Traditional Art Media Drawing | Painting | Metal | Ceramics | Printmaking | Photography

Languages English | Mandarin

References

Ben Grosser Associate Professor in New Media, University of Illinois, Champaign, IL
grosser@illinois.edu

Rachel Switzky Director of Siebel Center for Design, University of Illinois, Champaign, IL
rswitzky@illinois.edu

Eric Shaffer Teaching Assistant Professor in Computer Science, University of Illinois, Champaign, IL
shaffer1@illinois.edu