

Lilan Yang

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Education

Rhode Island School of Design

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

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

Award

Cinepath - Second Place, Data Visualization Competition

- Organized by Illinois University Library

Oct 2019
Champaign, IL

zkTap - Honorable Mention, ECE Senior Design Hall of Fame

- Provided by ECE 445: Senior Design Laboratory

Dec 2019
Champaign, IL

Professional Experience

Design Strategist

Siebel Center for Design at Illinois

- Led 2 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
- Advised engineering faculty on transforming class online with disseminated guideline
- Compiled and analyzed various secondary researches about design thinking in higher education
- 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

Dec 2019 - Aug 2020
Champaign, IL

Design Researcher

Siebel Center for Design at Illinois

- 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

May 2019 - Dec 2019
Champaign, IL

UI Design Intern*Zenith Information Technology Co., Ltd*

Jul 2017 - Aug 2017

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

Marketing Intern*MGM International Media Company Inc.*

May 2017 - Jun 2017

New York, NY

- 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

Summer Camp Facilitator*Exploring the Intersection of Creativity and Engineering Camp at UIUC*

Jun 2019 - Jul 2019

Urbana, 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

Student Employee*Department of Physics at UIUC*

May 2018 - May 2019

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

Dining Hall Worker*University Housing at UIUC*

Mar 2016 - May 2016

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*A Zero-Knowledge Trustless Authentication Protocol*

Sep 2019 - Dec 2019

- 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*Visualized Interface for Cinematic Film Locations*

Oct 2018 - Present

- 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 and content determination
- 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
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Rachel Switzky Director of Siebel Center for Design, University of Illinois, Champaign, IL
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Eric Shaffer Associate Teaching Professor in Computer Science, University of Illinois, Champaign, IL
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