Lilan Yang

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Research-based Designer and Programmer Looking for Full-Time UX Positions

Education

Rhode Island School of Design   Sep 2020 - Jun 2022
- Master of Fine Arts in Digital + Media   Providence, RI
- RISD Fellowship and Graduate Assistantship
- RISD Graduate Commons Grant Recipient

University of Illinois at Urbana-Champaign   Aug 2015 - Dec 2019
- Bachelor of Science in Computer Engineering   Champaign, IL
- Minor in Art and Design with Computational Art Concentration

Professional Experience

Wintersession Course Instructor   Jan 2022 – Feb 2022
Digital + Media Department at Rhode Island School of Design   Providence, RI
- Co-designed and co-taught a studio class on *deepfake*, its applications and social critiques
- Led technical workshops related to command lines and generative adversarial networks
- Substituted for *Intro to Computing* class over Zoom by teaching 16 students build web games using p5.js

Technical Project Lead   Jun 2021 - Aug 2021
Chinese Art Media Lab at Harvard University   Cambridge, MA
- 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
Nature Lab at Rhode Island School of Design   Providence, RI
- 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
Siebel Center for Design at Illinois   Champaign, IL
- 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 | UX Research | Data Visualization | Design Thinking | Ideation | Mockups | Storyboarding | Wireframing | Prototyping | Interviewing | Synthesis | Surveying
Design Tools Adobe Creative Suite | Figma | Tableau | Unity | Blender | Axure | Miro | Balsamiq
Soft Skills Teaching | Mentoring | Interdisciplinary Collaboration | Communication | Presentation
Languages English | Mandarin