

Contact

<https://belphe13.github.io>

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Skills

Technical Tools:

HTML, CSS, JavaScript

C, C++, C#, Python

SystemVerilog, Assembly

Git, SVN, Command Line

Design Methods:

Ideation, Wireframing, Prototyping

Storyboarding, Personas, Scenarios

Surveying, Usability Testing

Model Making, Photography

Design Tools:

Adobe Creative Suite

Arduino, Unity, Blender

Languages

Mandarin (Native)

English (Fluent)

Russian (Beginner)

Courses

Technical:

CS 465: User Interface Design

CS 418: Interactive Computer Graphics

CS 498 VR: Virtual Reality

CS 498 DV: Data Visualization

CS 440: Artificial Intelligence

CS 225: Data Structures

CS 173: Discrete Structures

Design:

ARTS 244: Interaction I

ARTS 444: Interaction II

ARTS 231: Jewellery and Metals

ARTS 252: Making and Meaning

Lilan Yang

Full-Stack Designer Looking for Summer Internship *Cinéophile, Skateboarder, Flâneur*

Education

University of Illinois at Urbana-Champaign *Aug 2015 - Dec 2019*

- Bachelor of Science in Computer Engineering

- Minor in Art and Design with interaction concentration

Experience

MGM International Media Company Inc *May 2017 - Jun 2017*

Marketing Intern *Elmhurst, NY*

- Managed social network accounts including YouTube and Instagram

- Maintained website and analyzed website traffic using Google Analytics

Zenith Information Technology Co., Ltd *Jul 2017 - Aug 2017*

UI Design Intern *Chongqing, China*

- Contributed to the building of government web office platform

- Utilized HTML, CSS and JavaScript to implement interface designs

University of Illinois at Urbana-Champaign *May 2018 - Present*

Student Employee *Champaign, IL*

- Works for Department of Physics at a science-based escape room

- Served 100+ customers and engaged in outreach activities

Projects

Cinepath *Oct 2018*

Visualized Interface for Cinematic Film Locations

- Designed and developed prototype platform advised by Ben Grosser

- Worked independently using JavaScript and Google Maps API

Old School *Nov 2018*

Semiotic Gestural Interface Design

- Designed a non-verbal gestural interface to control music playback

- Worked with a graphic designer producing Wizard-of-oz advertisement

Dropper *Dec 2018*

Locative Music App User Interface Design

- Prototyped new music discovery experience based on geolocation

- Utilized video prototyping and narrative simulation in problem-solving