

Lilan Yang

lyang04@risd.edu | belphe13.github.io | linkedin.com/in/lilanyang/

Research-based Designer and Engineer Looking for Full-Time Position

Experience

Course Instructor

Jan 2022 – Feb 2022

Digital + Media Department at Rhode Island School of Design

Providence, RI

- Co-designed and co-taught an college-level art studio class *Deepfake*, its applications and social critiques
- Led technical workshops related to command lines, machine learning and generative adversarial networks
- Substituted for *Intro to Computing* class over Zoom and taught 16 students how to 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 Figma and cargo.site and laid the foundation for the future back-end implementations

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

Education

Rhode Island School of Design

Sep 2020 - Jun 2022

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

Providence, RI

University of Illinois at Urbana-Champaign

Aug 2015 - Dec 2019

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

Champaign, IL

Skills

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

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

Soft Skills Interdisciplinary Collaboration | Communication | Presentation | Teaching | Mentoring

Languages English | Mandarin