



junyuhuang

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SKILLS

Design

Adobe Suite
Sketch
Principle
Framer
Axure RP
Animation

Research

Wireframing
Storyboarding
Task Analysis
Contextual Inquiry
Affinity Diagram
Usability Testing

Programming

JavaScript
HTML + CSS
Python, SQL

Languages

English (Fluent)
Mandarin (Native)
Cantonese (Native)

RECOGNITION

Semifinalist (RoboTutor)

Global Learning XPRIZE, Jun 2017

9th Place

ACUI 9-Ball Pool National Championships, Jun 2017

CMU METALS Merit Scholarship

Awarded based on academic merit, Aug 2016

Qiming Star

Highest honor for HUST students, Oct 2015

Finalist & Audience Favorite Prize

HackShanghai, Nov 2014

First Prize

UT-STARCOM App Design Competition, Dec 2013

EDUCATION

Aug 2016
Aug 2017

Carnegie Mellon University | Pittsburgh, PA

Masters of Ed. Tech. & Applied Learning Science (METALS)
Human-Computer Interaction Institute (HCII) GPA: 3.75/4.0

Sep 2012
Jun 2016

Huazhong University of Sci. & Tech. | Wuhan, China

B.Eng. in Digital Media Technology (with Honors) GPA: 3.72/4.0

EXPERIENCE

Feb 2017
Aug 2017

Robotics Institute, Carnegie Mellon | Pittsburgh, PA

UX Designer

Ideated and designed learning activities for RoboTutor, a tablet app that enables children in developing countries to learn basic reading, writing, and arithmetic without adult assistance.

Jan 2017
Aug 2017

Virginia Tech | Blacksburg, VA

Capstone Project Design Lead

Collaborated with the university's Provost Office to design a data-informed learning experience that aims to improve the student success rate at learning calculus. In charge of prototyping, UX/UI, and visual design.

Feb 2016
Jun 2016

Shixun Technology Co., Ltd | Wuhan, China

UX Design Intern

Researched, prototyped, and designed a crowdsourced mobile app that allows users to discuss topics and share ideas. Re-defined user flow and contributed to design guidelines for the product.

Dec 2014
Jun 2015

Unique Hack Day | Wuhan, China

Director

Directed one of the first and largest collegiate hackathons in China; oversaw the fundraising, promotion, recruitment, press, etc. Recruited 20 sponsor companies and 150 participants out of 700+ applicants in 50+ colleges from China, Hong Kong, Taiwan, USA, Japan, Russia, and India.

SELECTED PROJECTS

May 2017
Aug 2017

Design Tool for Adaptive UIs | Pittsburgh, PA

Interaction Designer | Advisor: Prof. John Zimmerman

Prototyped a design tool that supports wireframing AI-enhanced user interfaces that learn and adapt behaviors to the user's usage patterns. Researched and identified existing patterns for adaptive user interfaces.

Apr 2017
May 2017

Classif.ai | Pittsburgh, PA

UX Designer | Advisor: Prof. Jennifer Mankoff

Designed and prototyped an interactive web-based application that leverages data visualization and learning-by-doing to instruct novices about basic concepts in machine learning.