



junyu huang

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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

Finalist (RoboTutor)

Global Learning XPRIZE, June 2017

9th Place

ACUI 9-Ball Pool National Championships, June 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 | Carnegie Mellon University | Pittsburgh, PA
Aug. 2017 | *M.S. in Human-Computer Interaction Institute (HCII)*
School of Computer Science | GPA: 3.75/4.0

Sep. 2012 | Huazhong University of Sci. & Tech. | Wuhan, China
June 2016 | *B.Eng. in Digital Media Technology (with Honors)* | GPA: 3.72/4.0

EXPERIENCE

Feb. 2018 | Accrete.AI | New York, NY
Present | *Director of Human-Computer Interaction*

Design dashboards and products powered by artificial intelligence to help investors make better financial decisions. Responsible for the user experience and human-computer interaction design and strategy of the team.

Dec. 2017 | Simon Initiative, Carnegie Mellon | Pittsburgh, PA
Feb. 2018 | *UX Designer*

Worked with the Simon Initiative team to redesign the Open Learning Initiative course authoring tools. Conducted 15+ sessions of user study and delivered prototypes integrated with user feedback.

Feb. 2017 | Robotics Institute, Carnegie Mellon | Pittsburgh, PA
Aug. 2017 | *Research Assistant*

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.

Feb. 2016 | Shixun Technology Co., Ltd | Wuhan, China
June 2016 | *UX Design Intern*

Researched, prototyped, and designed a crowdsourced mobile app that allows users to discuss topics and share ideas. Launched a major design update for user flow that helped increase 200,000+ users and 5,000+ DAU.

SELECTED PROJECTS

Jan. 2017 | Virginia Tech | Blacksburg, VA
Aug. 2017 | *UX Consultant (Capstone Project)*

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.

Apr. 2017 | Classif.ai | Pittsburgh, PA
May 2017 | *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.