



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

### 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  
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  
June 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  
June 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  
June 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 based on 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.