



junyu huang

interaction designer

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## SKILLS

### Design

Wireframing  
Prototyping  
Storyboarding  
Sketching  
Animation  
Task Analysis  
Affinity Diagram  
Contextual Inquiry

### Tools

Photoshop  
Illustrator  
InDesign  
After Effects  
Sketch  
Principle  
Framer  
Axure RP

### Programming

JavaScript  
HTML + CSS  
SQL

### Languages

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

## RECOGNITION

### National 9th Place

ACUI 9-Ball Pool National Championships, Jun 2017

### CMU METALS Merit Scholarship

Waived 25% of tuition fee, 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 | Human-Computer Interaction Institute, Masters of Ed. Tech. & Applied Learning Science (METALS)

Sep 2012 | Huazhong University of Sci. & Tech. | Wuhan, China  
Jun 2016 | B.Eng. in Digital Media Technology (with Honors)

## EXPERIENCE

May 2017 | HCII, Carnegie Mellon | Pittsburgh, PA  
Present | Interaction Designer  
Design prototypes of tools that support wireframing adaptive UIs that learn and change their behavior based on the user's previous usage patterns. Advisor: Prof. John Zimmerman

Feb 2017 | Robotics Institute, Carnegie Mellon | Pittsburgh, PA  
Present | Research Assistant  
Ideate and design a tablet app for children to learn basic reading, writing, and math without adult assistance in countries with teacher shortages. Advisor: Prof. Jack Mostow

Jan 2017 | Virginia Tech | Blacksburg, VA  
Present | Capstone Project Design Lead  
Design a technology-based learning experience that aims to improve the success rate of Calculus for students at Virginia Tech. Advisors: Prof. Bruce McLaren and John Stamper

Feb 2016 | Shixun Technology Co., Ltd | Wuhan, China  
Jun 2016 | Product Designer  
Researched, prototyped, and designed a crowdsourced mobile app that allows people to create literature together. Re-defined user flow and contributed to design guidelines for the product

## LEADERSHIP

Jun 2014 | Unique Studio | www.hustunique.com  
Jul 2015 | President  
Directed operations of the Studio of 100+ students. Oversaw the launching of 13 products. 2 had gained over 700,000 and 50,000 users respectively; another 2 turned into startups with each raising 1M RMB

Dec 2014 | Unique Hack Day | hack.hustunique.com  
Jun 2015 | Executive Director  
Directed one of China's first and largest collegiate hackathons; 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