



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 XPRISE, 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 | *Masters of Ed. Tech. & Applied Learning Science (METALS)*  
*Human-Computer Interaction Institute (HCII)* | 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.