



junyu huang

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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
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 | Carnegie Mellon University | Pittsburgh, PA
Aug 2017 | *Masters of Ed. Tech. & Applied Learning Science (METALS)*
Human-Computer Interaction Institute (HCII)

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
Aug 2017 | *Interaction Designer*

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.

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.

Jan 2017 | Virginia Tech | Blacksburg, VA
Aug 2017 | *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 | Shixun Technology Co., Ltd | Wuhan, China
Jun 2016 | *Product Designer*

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.

LEADERSHIP

Jun 2014 | Unique Studio | www.hustunique.com
Jul 2015 | *President*

Directed operations of a studio with 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 1 million RMB.

Dec 2014 | Unique Hack Day | hack.hustunique.com
Jun 2015 | *Executive 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.