



JUNYU HUANG

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EDUCATION

Carnegie Mellon University

Aug. 2017 / Pittsburgh, PA

M.S. in Human-Computer Interaction
Institute, School of Computer Science

Huazhong Univ. of Sci. & Tech.

June 2016 / Wuhan, China

B.Eng. in Digital Media Technology

SKILLS

Design

Interaction Design, Visual Design, Brand
Design, User Research, Storyboarding,
Wireframing, Usability Testing

Tools

Sketch, Adobe CC, InVision, Framer,
Principle, HTML + CSS, JavaScript

RECOGNITION

Qiming Star

Highest honor for HUST students

Finalist & Audience Favorite Prize

HackShanghai

First Place

UTStarcom App Design Contest

EXPERIENCE

Accrete.AI — Lead Designer

Feb. 2018 - Present / New York, NY

Design user flows, mockups, and interfaces for a product
suite for investment analytics. Created design systems for
product and marketing design and established the design
and collaboration process.

Carnegie Mellon University — UX Designer

Dec. 2017 - Feb. 2018 / Pittsburgh, PA

Worked with the Simon Initiative team to redesign the Open
Learning Initiative course authoring tools. Conducted 15+
user study sessions, synthesized user insights, and
delivered a redesign that was implemented and launched.

Shixun Technology Co., Ltd — UX Design Intern

Feb. 2016 - June 2016 / Wuhan, China

Researched, prototyped, and redesigned the user flows for
a role-playing app that allows users to discuss topics and
share ideas. Helped launch a major product redesign that
increased 200,000+ users and 5,000+ DAU.

Unique Hack Day — Director

June 2014 - June 2015 / Wuhan, China

Organized one of the first and largest college hackathons in
China. Developed partnerships with corporates, deployed
marketing campaigns, and recruited team members, etc.
Attracted 20 corporate sponsors and 150+ participants out
of 700+ applicants from around the world.