Yiqing (Hannah) Xue

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Авоит

Creative techie. Front-end developer. Visual Animal.

EDUCATION

Cornell Tech, New York, NY

2015-present

M.S. in Information Systems, Connective Media

Selected Courses: Independent Study (on Human-Computer Interaction), Startup Systems Design and Engineering, Applied Machine Learning.

Peking University, Beijing, China

2011 - 2015

B.S. in Computer Science with Honors and Scholarships

Received 2014 Google China Anita Borg Scholarship (Only one in the department).

Selected Courses: Computer Networks (Honor Track), Operating Systems (Honor Track), Web Software Technology, Human-Computer Interaction.

Peking University, Beijing, China

2012 - 2015

B.S. in Psychology

Selected Courses: Social Psychology, Cognitive Psychology, Experimental Psychology.

EMPLOYMENT

Baidu Research, Beijing, China

2015

Research Intern (Prototyping, Android)

Worked for the Human-Computer Interaction team at Baidu Institute of Deep-Learning.

Designed and built a high-fidelity prototype with natural user interfaces on tablets for a smart home hardware.

Google, Mountain View, CA

2014

Software Engineering Intern (Google Web Toolkit, Android)

Implemented a new ads feature which enables advertisers to copy multiple ads asynchronously from existing ad groups directly from a table.

Worked with a designer to prototype an Android app which scans a QR code on Google AdWords website and display multiple mobile ads on app.

Projects

Active Listening (HCI Research | Prototyping, user study)

2015

Built a prototype for a novel screen reader with tangible interface to help blind people comprehend passages better. Designed user study protocol and conducted user study. Currently working on a research paper.

Shake it (Mobile web application | Python, Node.js, MongoDB)

2015

Designed and developed a novel application where users could shake their phones to get coupons, which they could then star and share. The system is able to learn from user behaviors and perform better. Demo and paper available upon request.

2D Barcode Redesign (OpenCV on desktop and Android)

2013-2014

Created and prototyped a redesign of scalable 2D barcode for wireless visual communication. Collaborated with Microsoft Research Asia and Yale University.

Paper accepted by ACM MobiCom 2014 (Acceptance Rate 16.4%).

UI+UX design, user study, prototyping. Adobe toolkit, Sketch. Java (Android), JavaScript, Python, C⁺⁺, HTML5, CSS3, Git.

Interests

SKILLS

Drawing (freelance illustrator for years), fashion (Spent a summer at Parsons learning fashion). Indie music. Tai-chi (Certified National Athlete).