

Yuanyuan Hu

User Experience Design & Human-Computer Interaction & Industrial Design

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Professional Experiences

Studio Summer Intern Jun 2019 - Aug 2019
Solution Engineering, Nokia of America Naperville, IL

- Participated in Project Blue Ocean, working on early-stage defining & exploration of the next generation decision supporting system for Telecommunication Service Provider;
- Conducted industry research and field research;
- Participated with 2-days co-design workshop with executives;
- Finished prototyping, video communicating, and iterating ideas.

Product Manager intern Mar 2018 - Jul 2018
Shanghai CaiYi Information Technology Co.,Ltd. Shanghai, China

- Worked on "Small tool" function and simplist version of mobile APP;
- Collected the demand from stakeholders, and conduct competitive research, User research;
- Defined the function and drew the wireframe;
- Wrote the product requirement documents;
- Followed up process, revising the revising documents with UI designer and developer.

Research Assistant Jul 2017 - Feb 2018
Center for Digital Innovation, Tongji University Shanghai, China

- ◆ Field Trial of Robotic Technologies, with Intel
 - Defined the objective and execution procedure of the trial;
 - Finished the preliminary stage of interaction design: scenario construction and interaction script;
 - Conducted the field trial, and collecting data.
- ◆ Interaction Design for Adaptive Learning System, with Intel
 - Completed the Speech UI research and design based on Personal Knowledge Graph.
- ◆ User intention prediction model in proactive HMI, with Huawei
 - Sorted out related scenarios and functions;
 - Analyzed user behavior and habits;
 - Defined interaction mechanism and functional framework;
 - Design use cases applied for intent prediction modal.

Projects

Healthcare Robot Design and Development 2017

- Addressed information asymmetry and patients' emotions;
- Cooperated with GlobalHealthUSA for productization;
- Won second price China-US Young Maker Competition.

"Fight for Rhino" Public Welfare Program, with PPF 2017

- Designed and developed an online RPG game with key insights of rhino protection integrated in immersive plot;
- Conducted offline events to popularize rhino protection ideas;
- Issued the game in 66rpg.com, and promoted it on social media.

Education

2018 - Expected 2020
Master of Design

Institute of Design,
Illinois Institute of Technology,
Chicago, IL, USA

2014 - 2018
BE in Industrial Design

College of Design and Innovation.
Tongji University,
Shanghai, China

Skills

User Research: Interview, Survey, A/B Testing, Usability Testing, Focus Group, Contextual Inquiry, Co-design Facilitation

2D: Axure, Sketch, Adobe XD, Photoshop, InDeisgn, Illustrator, InDeisgn, Principle, AutoCAD

3D: Rhino, Keyshot, Prototyping, 3D Printing

Coding: HTML, CSS, Arduino, JavaScript, C++

Awards

2018 Lenovel Technology Ventral Competition - Top Ten

2017 China-US Young Maker Competition - Second price

2016 Design Shanghai Exhibition - Outstanding Participants

Interests

Reading, History, Filmmaking, Swimming, Traveling