Xiaoyu Hu

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▦ LilyHerondale.github.io

About Me | I am an interaction designer with background of Electronic Information Engineering. My interest lies in prototyping interactive hardware and software applications both to solve problems and add playfulness to the daily mundane life.

Education

2019-2023, Shanghaitech University
BEing in Electronic Information Engineering

Project Experiences

Useless invention: hiccup stopper
August, 2020
Hiccup stopper, a hilarious and interesting design that intends to help stop users from hiccupping. It is built with Arduino and programmed with Aderstan. With the loud sound and water pouring, hiccups can be stopped effectively in a fun way.

A study on vehicle audio system
September, 2022
This project is a study on vehicle audio system, which mainly analyzed it through the UXD design process.
- Through field research and desk research, I analyzed two Chinese local companies' vehicle audio systems and got insights of possible improvements.
- Made new design constrains based on field research.
- Made an interactive prototype with Unity.

Wasting Rights: an embodied Installation that visualizes wasting rights
November, 2019
Wasting rights is an interactive installation that intends to help users be aware of they are wasting rights through "Fruit Ninja" Game machenism.
- Designed an advertising booklet with Adobe Illustrator.
- Prototyped an interactive game with fruit-ninja game machenism, which visualizes the social phenomenon of people wasting rights.
- The system detects users' hand movement with kinect XBox and prompts users to smash the "Rights" objects.

Courses Taken

Design Thinking
Deck research, field research, data processing, iteration, roadshow skills

Music, Computing, and Design
Visual programming language: Ardestan, Ardiuno Programming

Introduction to Interactive Design
Interactive theory, User phychology, Prototype design

3D Visual Concept Design
Blender, Lens Language, Concept Design

Skills

Programming
C#   C++
Python   Arduino
FPGA

Prototyping Tools
Unity   Blender
Premiere   PhotoShop
Adobe Illustrater