MENGXIN YU

UX Designer / UX Researcher

🌐 Portfolio: mengxinyuu.github.io

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📞 412-519-7533

EDUCATION

Carnegie Mellon University

2017 - 2018 | Pittsburgh, PA

M.S. in Human-Computer Interaction Institute
School of Computer Science
Courses: Learning Media Design / Programming Usable Interface / Advanced Web Design / Interactive Design

Renmin University of China

2013 - 2017 | Beijing, China

B.Eng. in Information Management and Information System
School of Information
B.Ec. in Finance (Double Major)
School of Finance

SKiLL

Design	Tools
Visual Design	Sketch
Interface Design	Photoshop
Interaction Design	Illustrator
Service Design	Principle
Game Design	InVision
Storyboarding	Framer
Rapid Prototyping	Origami
Data Visualization	Unity

Research	Programming
User Interview	HTML5 / CSS
Usability Testing	JavaScript
Personas	MATLAB
Data Analysis	Python
Eye-tracking	C

SELECTED PROJECTS

IDeATe Gallery | Web design

UX Designer / UX Researcher | Client: CMU IDeATe

- Implemented a progressive feedback loop into IDeATe Gallery to enhance collaboration and communication among students.
- Conducted user-oriented researches and led the wireframe, low-fi and hi-fi interface designing process.

Houyi And Ten Suns | VR Game Design

UX Designer / Developer

- Collaborated with a team of 6 to develop an immersive VR game.
- Designed storyboard to decide the entire storyline. Created physical prototype to determine the camera movements and landscape development.
- Developed game assets including camera movement and monster animation in Unity.

Moodie | MOBILE APP DESIGN

UX Designer / UX Researcher

- Collaborated with a team of 3 to created a mood-tracking app that supports international students' for better self-regulation.
- Transformed 10+ theory studies into 8 design ideas through user interview, storyboard and speed datings.
- Created hi-fi prototype to support easy mood collecting, empathetic mood sharing and introspective mood reflecting.

EXPERIENCE

Western Governors University

Jan 2018 - Aug 2018 | UX Designer / Content Leader

- Created a collaborative assessment creation platform that enhances collaboration and increases transparency between WGU's instructors and instructional designers.
- Led the interface designing and prototyping process.

Human-computer Interaction Lab | RUC

Oct 2016 - Jan 2017 | UX Researcher

Carried out a lab-based user experiment via eye-tracking technology and identified how subtitle location in e-learning videos affects human cognitive loads.

Knowledge Management and Human-computer Interaction Lab | RUC

Sept 2015 - Sept 2016 | UX Researcher

Introduced cultural age concept instead of chronological age concept to create non-stereotyped personas of the aged population. Designed scenarios for user-centered development of domestic e-health system.

Munich RE Group

Jul 2016 - Feb 2017 | UX Designer / IT Consultant

Redesigned interactions among the insured, service providers and Munich RE and developed Cyber Insurance Service Model in three levels.