

Mengxin Yu

UX RESEARCHER & DESIGNER



412-519-7533



mengxinyuu@gmail.com



Portfolio: mengxinyuu.github.io

// 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 / Social Web

RENMIN UNIVERSITY OF CHINA

2013 - 2017 | Beijing, China

B.Eng. in Information Management and Information System | School of Information

Courses: Operating System / Computer
Network / Database / Project Management /
Information System Analysis and Design

B.Ec. in Finance (Double Major) | School of Finance

Courses: Mathematical Statistics / Probability
Theory / Accounting / Econometrics

// SKILLS

DESIGN

Sketch	Principle	Proto.io
Adobe CC	Framer	Unity
CSP	Invision	

PROGRAMMING

HTML/CSS	Python	C
Javascript	Matlab	

RESEARCH

Storyboarding	User interviewing
Wireframing	User testing

PROJECTS

Interface Design	Game Design
Service Design	Interaction Design

// SELECTED PROJECTS

● IDEATE GALLERY | LEARNING MEDIA DESIGN

Sep 2017 - Dec 2017 | **Researcher / Designer**

- Collaborated with CMU IDeATe to redesign IDeATe Gallery as a learning platform featuring collaboration and communication.
- Conducted two rounds of research to study IDeATe Gallery's trouble and identity users' requirements.
- Designed the wireframe, low-fi and hi-fi interface.

● HOUYI AND TEN SUNS | VR GAME DESIGN

Apr 2018 - May 2018 | **Designer / Developer**

- Collaborated with a team of 6 to develop a VR game based on Chinese mythology.
- Designed two storyboards (one in hand-drawing and one in digital) to decide the timelines and gaming scenes.
- Designed one prototype in physical to decide the camera movements and landscape.
- Developed the game assets including timeline, camera movement and monster animation in Unity.

● MOODIE | MOBILE APP DESIGN

Feb. 2018 - May 2018 | **Researcher / Designer**

- Collaborated with a team of 3 to design an app to support international students' mood tracking process.
- Conducted theory-based research to study users' requirement and frustrations in each mood tracking stage.
- Designed the hi-fi interface.

// EXPERIENCE

● WGU | Capstone Project

Jan 2018 - Aug 2018 | **Content Leader / Designer**

- Designed a formative assessment creation platform to help enhancing transparency between instructors and instructional designers in WGU.
- Led the interface designing and prototyping process.

● Human-computer Interaction Lab | Advisor: Xinyong Zhang

Oct 2016 - Jan 2017 | **Researcher**

Designed experiment via eye-tracking technology to identify interaction variables of human cognitive loads in e-learning context.

● Knowledge Management and Human-computer Interaction Lab | Advisor: Meiyun Zuo

Sep 2015 - Sep 2016 | **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

Jul 2016 - Feb 2017 | **IT Consultant / Researcher**

Provided technical advice to cyber insurance clauses modification and in conferences with cyber security service providers. Redesigned interactions among the insured, service providers and Munich RE and developed Three-level Service Model.