Mengxin Yu

UX RESEARCH & DESIGNER

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// 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	Learning Media Design

// SELECTED PROJECTS

LEARNING MEDIA DESIGN

Sep 2017 - Dec 2017 | **Client: CMU IDeATe Gallery**

Collaborated with CMU IDeATe to redesigned IDeATe Gallery as a collaborative learning media where students can keep learning through a progressive feedback loop.

VR GAME DESIGN

Apr 2018 - May 2018

Designed and developed a VR game based on a traditional Chinese folktale. Built creatures with a set of animations using Adobe Fuse and Mixamo. Developed the assets inside the game including landscape, camera movement and timeline with Unity.

MOBILE APP DESIGN

Feb. 2018 - May 2018

Conducted theory-based research and designed a mobile app for international students to support their mood collecting, sharing and reflecting for better mood regulation.

// EXPERIENCE

WGU

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

Designed and developed a formative assessment creation platform to help enhancing transparency among students, 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**

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.