

MENGXIN YU

UX Designer / UX Researcher

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PORTFOLIO

<https://mengxinyuu.github.io>

EDUCATION

Carnegie Mellon University

2017 - 2018 | Pittsburgh, PA

M.S. in Human-Computer Interaction
Institute, METALS Program
School of Computer Science
GPA 3.75, Scholarship Recipient
Courses: Learning Media Design / Pro-
gramming 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
Sa Shixuan Elite Scholarship Recipient
B.Ec. in Finance (Double Major)
School of Finance
Innovative Scholarship Recipient

SKILL

Design

Visual Design
Interface Design
Interaction Design
Service Design
Game Design
Storyboarding
Rapid Prototyping
Data Visualization

Tools

Sketch
Photoshop
Illustrator
Principle
InVision
Framer
Origami
Unity

Research

User Interview
Usability Testing
Personas
Data Analysis
Eye-tracking

Programming

HTML5 / CSS
JavaScript
MATLAB
Python
C

EXPERIENCE

UX Designer | Master's Capstone Project *Western Governors University, Pittsburgh PA*

JAN 2018 Coordinated conflicting requirements between stakeholders
AUG 2018 by creating a collaborative working platform that enhanced
communication and increased transparency inside WGU's
ecosystem. Conducted user interview and data analysis. Led
the interface design, prototype, and iteration.

UX Researcher | Renmin University of China *Human Computer Interaction Lab, Beijing China*

JAN 2016 Conducted a lab-based user experiment via eye-tracking
JAN 2017 technology. Identified how subtitle location in e-learning
videos affects human cognitive loads.

Knowledge Management Lab, Beijing China

SEP 2015 Introduced cultural age concept instead of chronological age
SEP 2016 concept to created non-stereotyped personas of the aged
population. Designed scenarios for user-centered develop-
ment of domestic e-health system.

UX Designer / IT Consultant Intern

Munich RE Group, Beijing Branch, Beijing China

JUL 2016 In charge of developing a cybersecurity service model suit-
FEB 2017 able to Chinese market. Met with 25+ cybersecurity service
providers on behalf of Munich RE and studied their service
providing flows. Redesigned interactions among the insured,
service providers and Munich RE and developed a new cy-
bersecurity insurance model in three levels.

SELECTED PROJECTS

UX Designer / Researcher | Web Design *CMU IDeATe Gallery*

SEP 2017 Implemented a progressive feedback loop into IDeATe
DEC 2017 Gallery that enhanced users' communication. Conducted
researches and led the interface design and development.

Game Designer / Developer | VR Game *Houyi and Ten Suns*

APR 2018 Designed and developed an immersive VR game in a team of
MAY 2018 6. Created physical prototype that decided camera move-
ments and landscape development. Developed game assets
and animation in Unity.

UX Designer / Researcher | Mobile APP *Moodie*

FEB 2018 Designed a mood-tracking app that helped international
MAY 2018 students for better self-regulation. Led the interface design
and development.