

Yiwen (Yvonne) Hou

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Current: San Diego, CA

Permanent: Shanghai, China

Portfolio URL: <https://yvonnehou98.github.io/YvonnePortfolio/>

EDUCATION

UNIVERSITY OF CALIFORNIA, SAN DIEGO
B.S. Cognitive Science, Human-Computer Interaction
Interdisciplinary Computing & Art Minor

SEPTEMBER 2017-JUNE 2020

Overall GPA: 3.75/4.00

Major GPA: 4.00/4.00

SKILLS

- Strong background in graphic design, human-centered interaction fundamentals
- Proficiency in Adobe Creative Suite (Illustrator, InDesign, XD), Fireworks, Dreamweaver, Figma, Sketch, Zeplin
- Proficiency in web develop technologies such as HTML5, CSS3, Javascript, Bootstrap, Drupal, Wordpress, Divi
- Familiar with programming language of JavaFX and Python, familiarity with Version Control (Git)

INTERNSHIP & RESEARCH

Product Interaction Intern | *Tezign Technology, Shanghai*

August - September 2019

- designed wireframes and flow of the smart video generator for Tezign Artificial Intelligence platform according to PRD
- researched on SAAS product functions and user flow of the AI short video generator platform through competitor analysis and toB AI short video market investigation, and added a new version to the PRD file
- made a demo and help prepare the POC (Proof of Concept) of product launch conference on September 8th

Undergraduate Research Assistant | *UCSD DesignLab*

Sep 2019 - Present

- collaborated with diabetes company Dexcom to improve Continuous Glucose Monitoring System's interface and flow
- troubleshoot wearable issues (eg. bleeders, patch adhesion) and glucose data accessibility issues
- went over user interview scripts, tested rapid paper prototypes on 6 patients with type-1 diabetes recruited by Dexcom

Undergraduate Research Assistant | *UCSD ProtoLab*

July 2019 - Present

- set UI/UX visual guidelines and contributed to the redesign for the website of D4SD, a civic design competition in the large San Diego Area
- assisted CHI paper researches on civic engagement around data visualization and came up with data visualization prototypes

August 2019-Present

Web Designer and Developer Assistant | *UCSD Jacobs School of Engineering, Office of Engineering Computing*

- used Drupal to create and adjust websites that support engineering departments, affiliated laboratories, and institutes according to user requirements submitted through the ticket system
- updated small applications and tested and documented such updates

UI&UX/Graphic Designer | *Hungry US, Delivery App*

March-June 2019

- designed human-centric user interfaces for order tracking page, limited-time promotion pages, and marketing materials
- experimented on app feature through usability tests and A/B testing, the new 3.0.1 version is on app store

Project Manager | *CU, 501(C)(3) Nonprofit Organization, San Diego*

March 2017-March 2019

- lead director of 1000+ attendees events, and charity events with San Diego Food Bank and Feeding SD
- designed marketing materials, wrote proposals and marketing plans campus-wide and for other UC chapters, negotiated with venue owners and signed business contracts

CREATIVE EXPERIENCE

UI&UX Chair | *UCSD TripleC, Chinese Computing Community*

May 2019 - Present

- took charge of the UI&UX department and kept track of the design works in 6 web-app and 4 data science projects per semester
- meet with tech team and communicate with business develop team at all hands meetings
- weekly outreach with UCSD Design Lab and other design organizations to facilitate UCSD design community

Front-End Developer & UI&UX Designer | *FlyerFighter Website*

February - June 2019

- designed UIs for the organization page, home page, contact page, etc. using Figma wire framing tool
- collaborated with backend developers on implementing detail

AWARDS AND HONORS

UCSD Provost Honor

August 2018 - present for each quarter

Winner | *Pepper Canyon Mobility Hub DESIGNATHON (Design Hackathon)*

April 6-7 2019

- won \$1000 with the proposal submitted to San Diego Association of Governments (SANDAG) envisioning the Trolley System in San Diego
- conducted 137 UX research surveys and imitated the experience of the individuals with disabilities with compromised ability to walk freely and visual impairment
- build a mobile app demo based on the iterative design process, rapid prototyping, and testing