Yvonne, Hou

yih267@ucsd.edu   (858)-736-7402   San Diego, CA
Portfolio URL: https://yvonnehou98.github.io/YvonneHou_Portfolio/
Applying for 2020 summer intern / full-time starting from Dec.2020

2017.9 - 2020.12
University of California, San Diego
Cum. GPA: **3.80**/4.0
Maj. GPA: **4.00**/4.0

B.S. Cognitive Science,
Human-Computer Interaction (HCI)
B.A. Interdisciplinary Computing & Art

Design Tools & Methods:
Adobe Creative Suite, Figma, Sketch, Zeplin, Blender, Unity, Wacom;
Human-Center Design Thinking, Rapid Prototyping, Market Analysis,
User Research&Testing, Information Architecture, Heuristic Evaluation

Programming Tools & Languages:
HTML/CSS, Javascript, Java, Python, OpenCV, MySQL, Bootstrap

INTERNSHIP & RESEARCH

3D User Interaction & UX Intern | *Nanome Inc*   2020.1.26 - Present
- Built user flow on virtual reality software application that aids scientists and pharma to collaborate, visualize, and modify advanced protein and molecular structures
- Created **Unity** Prefab of 2 plugins; conducted ethnographic research and gathered usability feedback for iterations

Undergraduate Research Assistant | *The Design Lab & Dexcom, Inc.*   2019.9 - Present
- Created day-in-life **customer journey maps** on continuous glucose monitoring (CGM) systems for diabetes management by analyzing user interview scripts and user data using **Qualtrics XM**
- Designed an interactive self-diagnose checklist to streamline in-app troubleshooting process, reducing customer-support call volume by **23%**
- User tested prototypes on type1-diabetes users, improved average score of **System Usability Scale(SUS) from 62.14 to 86.43** (>68 is above average); product will be **shipped in a year**

Product Design Intern | *Tezign Information Technology Co., Ltd.*   2019.8 - 2019.10
- Wrote product requirement document **(PRD)** on AI image recognition-based video generating function for E-Commerce store owners on to-Business SaaS platform
- Designed prototypes to remove the video editing tech-barrier, lower the cognitive load by adding contextual design of scenario-based categories and providing AI-recommended templates; Demoed Proof of Concept to **170** corporate clients

Undergraduate Researcher | *UCSD ProtoLab, instructor: Steven Dow*   2019.7 - Present
- Conducted data scraping with Python from **6,525** comment threads and visualizations on 3 major newspapers websites, and analyzed approaches to classify data-centered talk and ways to cultivate mass public's data literacy
- Prototyped data visualization using JavaScript library **D3.js** to assist PhD on their research paper on promoting civic engagement around data visualization

Web Developer | *UCSD Jacobs School of Engineering, Office of Engineering & Computing*   2019.8 - Present
- Built, updated, and optimized website front-end using HTML, CSS, and Drupal 8 tool

UI/UX Design Intern | *HungryUS, iOS Delivery App in South CA*   2019.3 - 2019.6
- Redesigned order tracking page that better-signified delivery status, achieving **23%** time reduction in **A/B testing** for user to make relevant actions, reflected on **3.0.1 version** in App Store

INVOLEMENT

Instructional Apprenticeship (IA) position for COGS187B, winter2020 | *Instructor: David Kirsh*
Product Design Chair | *TripleC, largest student project-based incubator in UCSD*   2019.5 - Present
- Managed and coached student designers to collaborate with coders, PMs, and data-scientists in **10 agile** teams and sharpened research, interface design, rapid prototyping & iterative testing skills with hands-on quarterly projects
- Outreached to alumni in the industry and local design community resources; held biweekly design critique meetings and invited full-time UIUX designers as mentor

AWARDS AND HONORS

UCSD Provost Honor   2018.8 - Present for each quarter
Winning Team | *Pepper Canyon Mobility Hub DESIGNATHON (Design Hackathon)*   2019.4.6 -7
- Won **$1,000** for the design proposal submitted to San Diego Association of Governments (SANDAG)