

# YUE CHEN

an innovative, spirited UX Designer

yuetchan@umich.edu

+1 734 846 0655

yueux.com

## Education

### Master of Science in Information - Human Computer Interaction

University of Michigan, School of Information

GPA: 4.0/4.0 | Expected April 2017

### Bachelor (Honors) in Information & Electronic Engineering

Zhejiang University, Chu Kochen Honors College

English (Interpretation) Minor GPA: 3.65/4.0 | July 2015

University of California Los Angeles, Exchange Study | August 2014

## Work Experience

### Graduate Teaching Aide of Graphic Design @University of Michigan

Ann Arbor, MI | Sep 2016 - present

- Assisted in teaching Adobe Photoshop and Illustrator to a class of 35 graduate students(SI 520); responsible for grading and holding office hour.

### UX Consultant @Odeum LLC

Design Clinic | Sep 2016 - Nov 2016

- Identified usability issues of teacher's side of the educational game platform.
- Redesigned the administrative tools for teachers to increase confidence in usability based on close user research.
- Created a UI style guide for the product's future development.

### UX Designer @JOOLHealth

Ann Arbor, MI | May- Aug 2016

- Designed the web application in an agile team; Created hi-fidelity interactive prototypes along with 30+ hours of usability tests and interviews.
- Assessed the information architecture of JOOL mobile app and developed content strategy for product's desktop transition.
- Provide recommendations on the design of JOOL dashboard and push notification strategy.

### Product Management Intern @NetEase (NASDAQ: NTES)

Hangzhou, China | Apr - Jul 2015

- Managed daily operations for the MailMaster App, increasing followers from 800 to 7000 individuals.
- Created user journey and wireframes of one "Mail-as-a-service" feature in external collaboration with 3 express service companies.
- Analyzed user feedback data bi-weekly and prioritized user needs.

### Research Assistant @Computer Vision Lab

Hangzhou, China | Jul 2013 - Jun 2015

- Researched into image parsing by machine learning methods and probabilistic graphic model for road scenes and indoor scenes.

## Skills

**UX Method** User-centered design | Info architecture | Rapid prototyping | Contextual inquiry | Usability testing |

**Programming & Engineering** HTML & CSS | Javascript C | MATLAB | Computer vision | Signal processing

**Tools:** Adobe Creative Suit | Axure | Sketch | Invision | Framer | Balsamiq | Visual Studio | OpenCV | OpenGL

## Awards

### Grace Hopper Celebration Funding Award

Houston, TX | Oct 2016

- Attended the 3-day Conference of Women in Computing with full fundings by Yahoo! after being selected by SI.

### CHI 2016 Student Design Competition Dot-it

San Jose, CA | Sep 2015 - May 2016

- Collaboratively designed a self-manage tool for pregnant women to cope with nausea through extensive research and user-centered design process.
- Developed proof of concept interactive prototypes.
- Awarded top 12 finalist of all projects; Presented poster at CHI 2016 Conference; paper archived in ACM library.

## Projects

### UX/UI Designer Fooriend

Mobile Application Design | Jan - Apr 2016

- Designed an easy-to-use mobile app for individuals to start potluck events with others in the community.

### UX Consultant The Michigan Daily

Usability Consultancy | Jan - Apr 2016

- Assessed usability of Michigan Daily's News website and provided recommendations through interviews, surveys, comparative analysis, heuristics evaluation, and usability tests.

### Computer Engineer 3D Modeling via realtime video

Intel Mobile Computing Contest | Jun - Aug 2014

- Designed an 3D reconstruction app for home furnishing shopping via user captured real-time video.

## Leadership Activities

### Information Mentor

UM MSI Program Admission Office | Sep 2015 - present

### Vice President, Public Relations

Enactus (global Non-profit) -ZJU | Apr 2012 - May 2013

### Vice Director of News & Media Team

CKC College Student association | Oct 2011 - May 2013