YUNQI HU (Victor)
User Experience Designer

🌐 www.yunqihu.com

📞 412.378.8755

✉️ yunqihu@umich.edu

EDUCATION

University of Michigan   Ann Arbor, MI
M.S. in Information   09.2015 - 04.2017
Specializing in Human-Computer Interaction

Carnegie Mellon University   Pittsburgh, PA
Visiting Scholar   09.2014 - 03.2015
Research on Computer Vision

Chongqing Univ. of Posts and Telecom   China
B.E. in Electronics   09.2011- 06.2015
Rank: **1/310**

UX METHODS

Brainstorming
Sketching
Wire-framing
Storyboarding
Persona & Scenarios
Contextual Inquiry
Usability Test
Graphic Design

PROGRAMMING

C/C#
JavaScript
HTML
CSS
Python
PHP
MySQL

TOOLS

Sketch
Unity 3D
Photoshop
Illustrator
After Effects
Axure
Invision

EXPERIENCE

Immerex - UX Designer (Virtual Reality)   08.2016 - 01.2017
Santa Clara, CA
- Designed the principal information architecture, interaction flow and user interface for the company's VR interaction system
- Developed high-fidelity prototype using Unity
- Collaborated with software team to implement the system to the hardware platform
- Provided UX support for the VR controller design

Jaunt VR - UX Design Intern   05.2016 - 08.2016
Palo Alto, CA
- Worked closely with 3D artists, animation artists, product manager to design new features for the company's VR application
- Developed high level user stories and scenarios based on user data
- Developed high-fidelity interactive prototype using Unity Game Engine
- Designed the company's new platform from ideation to high-fidelity prototype

IntraFace - UX Designer   12.2014 - 03.2015
Pittsburgh, PA
- Collaborated with project supervisor, algorithm researchers and developers from ideation to product development
- Conducted user research including user interviews and observations
- Designed two web-based applications for real-time human facial information analysis and modification

Carnegie Mellon University - Research Associate   09.2014 - 03.2015
Pittsburgh, PA
- Improved performance of algorithms for facial information analysis using signal processing methods
- Implemented and evaluated different algorithms for human gazing tracking

Observer - Co-Founder   07.2013 - 06.2014
Chongqing, China
- Designed an intelligent surveillance software to analyze customer behavior in shopping malls
- Built algorithms for several principal features
- Led a team of seven members
- Raised seed funding of **$15,000** from venture capital

SELECTED PROJECT

ACCESS - Wheelchair User Assistive Application   09.2015 - 01.2016
Product Manager & UX Designer | Ann Arbor, MI
- Designed a mobile application for wheelchair users to acquire real-time accessible information and engage the community to contribute to build a world-wide accessible information database
- Conducted user interviews and user observations
- Designed the social-gamification feature independently
- Managed the whole design process from ideation to final prototype