Youhan Guan

UI/UX Designer | Creative Coder

Contact

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🖥 youhanguan.com

Education

Master of Digital Media
Centre for Digital Media
Vancouver, BC, Canada
Anticipated Graduation
December 2017

Specialized Honour B.A.
Digital Media, Lassonde School
of Engineering, York University
Toronto, ON, Canada
June 2016

Skills

Design
Experiences in UI design, Interaction
design and UX design for VR/AR
and Web/Mobile

Professional in
**Adobe Photoshop, Illustrator,
AfterEffects, Premiere**

Programming Languages
Java
C#
HTML, CSS, JavaScript

Other Skills
2D Illustration, sketching, digital
painting.

Professional in **Unity**,
Experienced in **Unreal Engine**,
3DsMax, Google SketchUp

Designed/developed for
Hololens, **Oculus Rift**

Personal Profile

Youhan is an interaction designer, UI/UX designer and creative coder exploring in
various digital media fields including VR/AR and interactive installation; familiar with the
major aspects of the HCI field and further specializing in interaction design, UI/UX design
and fast prototyping, she is exploring in crossed paths of art and technology.

Experience

Tangible Interface Research Assistant   2016
York University, Brain Alliance, Toronto, Ontario

> Researched, designed and developed a tabletop touch display user interface
> for data visualization and to query data using tangible objects and touch
> gestures.

User Interface Design Intern   2014 - 2015
IBM Canada, Toronto, Ontario

> Designed the wireframe, visual mock-ups and visual elements of cross-platform
> applications for multiple products, such as IBM Watson and Incentive Compen-
> sation Management Desktop/Web. Designed the wireframe and visual of a
> multi-platform application for demo in IBM Vision 2015.

Project and Collaboration

Holohoops   2017
Finger Food Studios (client) | Hololens | Unity

> - Designed features for basketball players to improve decision making abilities.
> - Collaborating with other designers and developers, developed a **high-fidelity
> prototype** for **Hololens** using Unity, programmed in C#.
> - Assigning tasks, planning developing sprints in **Agile**.

VanGo   2017
Microsoft (client) | Location Based AR App | Android

> - Working based on the existing prototype of a location-based AR application
> designed by Microsoft Vancouver, working in a team, re-designed the **user
> persona** and some features based on **user research**.
> - Refine UI, re-designed mock-ups and developed the **Bing map** pins interac-
> tions.

Encounter   2016
Unity | Mobile AR | Projection | Artificial Life| 3D Printing

> - Designed an interactive installation which explores the coexistence of human
> and a virtual artificial life ecosystem through **Spatial AR** and Tangible AR means.
> - Designed the interface, UI elementes and developed the **tangible AR UI** for
> **iOS** and **Android** using Vuforia in Unity, programmed in C#.

Blink   2015
Leap Motion 3D Jam | VR Game | Oculus Rift

> - Designed and developed a VR and AR switching game expeirence for Leap
> Motion 3D Jam using **Leap Motion gesture sensor** and Oculus Rift.
> - Developed the gesture and UI interactions in Unity.