Youhan Guan

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PERSONAL PROFILE

Youhan Guan is a UI/UX designer, interaction designer and creative coder exploring in various digital media fields; familiar with the major aspects of the field and further specializing in user interface / experience design, interaction design and researching on multiple HCI fields.

EDUCATION

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

WORK EXPERIENCE

Research Assistant   March 2015 - Present
York University, Brian Alliance, Toronto, Ontario
- Research, design and develop a tabletop touch display user interface for data visualization and query using tangible objects and touch gestures.

User Interface Design Intern   June 2014 - August 2015
IBM Canada, Toronto, Ontario
- Designed the wireframe and visual mock-ups of cloud applications for multiple products, such as IBM Watson and Incentive Compensation Management Desktop/Web.
- Designed the wireframe and visual of a multi-platform application for demo in IBM Vision 2015.
- Created series of user interface visual elements details for various applications.

Web Designer and Developer   May - August 2013
Aoyee International, Toronto, Ontario
- Designed and constructed firm's official site based on the Drupal system within a team.
- Worked as the main graphic designer of Hainan Airline 20th Anniversary Celebration.
- Designed the logo for Canada-China Business Engagement Association.

PROJECT AND COLLABORATION

AR / VR / Web / Mobile Application Design and Development:

Food R Us   December 2015
- Designed and developed an e-commerce website using APACHE Server based on MVC structure, coded in Java, HTML and JavaScript using Normal CSS. Featuring full functionality of B2C online-shopping, analysis, user authentication, and a B2C-B2B middleware providing purchase order report files to food supplier.
- Rank 1st place in the course EECS 4413, Building eCommerce Systems.

Encounter   January – April 2016
- Encounter is an interactive installation which explores the coexistence of human and a virtual artificial life ecosystem through Spatial AR and Tangible AR means.
- A spatial co-located 3D graphics data visualization and query system is developed using Unity and Vuforia SDK, for both Android and iOS devices.

Blink   November 2015
- A mixed reality game designed and developed for Leap Motion 3D Jam using Leap Motion gesture sensor and head mounted display, featuring a gesture controlled AR UI interface.

Virtual Gallery   January – April 2014
- A virtual reality gallery which transmit the users into 3D virtual worlds of world-famous paintings. Through Oculus Rift head mounted display, user can navigate and explore the virtual worlds generated in painting-specific styles. AIs were developed to enhance the interactions.

For more interactive media projects, please visit: http://youhanguan.com

VOLUNTEER EXPERIENCES

Design Director   2013 – 2015
York University Chinese Students and Scholars Association (YUCSSA)
- Contributed design skills for each events.
- Tasks allocation and scheduling. Holds workshops and to tutor Adobe Photoshop.

Programming Tutor   2014 – 2015
Digital Media Student Association (DMSA) at York University
- Helping and tutoring students in Digital Media program with courses involving coding in Java.

ACHIVEMENTS / AWARDS
- Dean's Honour Roll in 2011, 2014, 2016
- Projects been exhibited and presented in Digital Media Showcase (2012 -2016), I/O Exhibition of Interactive Art (2013), Surface Normal (2014), LevelUp Showcase Toronto at Design Exchange (2015, 2016), Pan Am / Parapan Am Games at York (2015), ISO: Student Night at The Power Plant (2015), Computational Beauty at Interaccess (2016).
- 3rd Place in Intel IoT Roadshow Toronto (2015).
- Golden Key International Honour Society member since 2015.

SKILLS
Operating Systems
- Experience using Windows-, Mac- and UNIX- based systems.

Programming
- Java, JavaScript, HTML, HTML5, CSS, C#, MIPS, Unix Shell Scripts.
- IBM DB2 database management system and programming SQL.

Design
- Professional in Adobe Photoshop, Illustrator, InDesign, AfterEffects, Premiere, and Axure.
- Professional in illustration (both digital and hand-drawing).

Other Skills
- Physical Computing Installations using Arduino, Intel Edison.
- Professional in Unity3D, 3DsMax, Google SketchUp, Lotus.

LANGUAGES
English and Mandarin
Fluent, advanced reading and writing.