Youhan Guan

Creative Coder | UI/UX Designer

Contact

📞 **1-(416)5660128**

✉️ **youhan.guan@gmail.com**

🖥️ **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

Programming Languages
Java
C#
HTML, CSS, JavaScript
MIPS, Unix Shell Scripts
MySQL

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

Professional in
Adobe Creative Suite

Other Skills
Physical computing installations using Arduino and **IoT** projects using Intel Edison.

Professional in **Unity**.

Designed/developed for
Hololens, Oculus Rift, Xbox

Personal Profile

Youhan is a creative coder, interaction designer and UI/UX designer exploring in various digital media fields including AR/VR 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 technology and art.

Project and Collaboration

Holohoops (Lead Developer)   2017
Finger Food Studios (client) | Hololens | Unity | C#

    - Lead developer assigning tasks, planning developing sprints in **agile process**.
    - Collaborating with other developers, developed a **high-fidelity prototype** for **Hololens** using Unity, programmed in C#.
    - Designed features for basketball players to improve decision making abilities.

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

    - Working based on the existing prototype of a location-based AR application designed by Microsoft Vancouver, working in a team, re-designed some features based on user research and the new user persona.
    - Developed the back-end structure and front-end **Bing map pins interactions** in C# using Xamarin.

Encounter (Unity Developer)   2016
Unity | Mobile AR | Projection | Artificial Life | 3D Printing | C#

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

Blink (Unity Developer)   2015
Leap Motion 3D Jam | Mixed Reality Game | Oculus Rift | C#

    - A mixed reality game designed and developed for **Leap Motion** 3D Jam using Leap Motion **gesture** sensor and head mounted display.
    - Developed the gesture controlled game machenics and AR UI in Unity.

Experience

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

    Research, design and develop a tabletop touch display user interface for data visualization and to query data using tangible objects and touch gestures using HTML, CSS, JavaScript, d3.js

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 Compensation Management Desktop/Web. Designed the wireframe and visual of a multi-platform application for demo in IBM Vision 2015.