Adam Yee

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Education

Carnegie Mellon University
Aug 2016 - Aug 2017

Masters of Human-Computer Interaction
QPA 3.9/4.0

University of Michigan
Sep 2012 - May 2016

BS Engineering in Computer Science
Minor in Mathematics
GPA 3.5/4.0

Proficiencies

Design Tools

Sketch
Figma
Framer
InDesign
After Effects
Premiere
InVision

Development Tools

C++
Android
Python
Git
HTML
Javascript
D3.js

Interests

Competitive Video Games
Hiking
Distance Running
Minesweeper

Projects

EM2025 - Envisioning the Future of Mentoring
Master's Capstone, The Mentoring Partnership of SW PA, 2017

· Designed a framework for The Mentoring Partnership of SW PA to empower, train, and track millions of potential Everyday Mentors
· Identified the pain points mentors and mentees face within the mentoring landscape through rigorous research including contextual inquiry, interviews, and observation
· Ideated a wide range of solutions before narrowing to a set that matched client implementation capabilities and user needs
· Crafted a cross-platform user experience utilizing high-fidelity mockups, and prototyping with code using Framer

Giotto - Internet of Things and Privacy
Advising Professor: Jason Hong, 2017

· Collaborated with a multi-disciplinary team of designers and developers to envision a privacy-focused platform for the Internet of Things
· Generated storyboards and effectively communicated IoT scenarios with target users to determined the balance between user desires and concerns
· Developed a functional Internet of Things prototype from code to validate user comfortability and interest

Pawws - Augmented Animal Therapy
Advising Professor: Karen Berntsen, 2017

· Designed an augmented reality solution to bring the mental-health benefits of animal therapy to remote individuals
· Performed guerrilla research to quickly gain understanding of college students dealing with stress and created multiple user personas
· Prototyped an augmented reality solution in the form of a video using Premiere Pro and Adobe After Effects

Experience

Automatic Data Processing (ADP)
Application Development Intern, 2016

Integrated Google Analytics into legacy platforms and compiled data from over 10,000 unique users to help drive business decisions regarding the platforms' life-cycles

DISH Network
Big Data Analysis Intern, 2015

Analyzed the relationship between social media buzz and television show viewership to explore user experience improvements

Results at Hand Software
Web/Mobile Development Intern, 2013-2014

Prototyped with code to deliver a seamless cross-platform user experience for a conference-organizing service