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# Yuhan Liu

## Skills

### Design & Research

Sketching, Storyboarding,  
Persona and Scenarios,  
Prototyping, Wireframing,  
Mind mapping

### Software

Sketch, Adobe Suite, Invision,  
Principle, Sublime,  
Microsoft Office Suite,  
Sketchup, Autocad

### Programming

HTML, CSS, Javascript (basic)

### Language

Chinese, English

### Others

Painting, Photography,  
Piano, Guitar

## Publication

Built Environment Experience  
Assessment and Design via  
Bio-Feedback. Zheng Chen,  
Sebastian Shultz, Yuhan Liu,  
Ling Yang. Time Architecture.  
1005-684X(2017)05-0024-005

## Awards

### Rural Planning Design Competition in Tongji University

Second Prize, Feb 2017

- Design competition across our college, 80 students formed as over 30 teams participated
- Designed urban planning strategy for countryside area, Shantang Village in Shanghai in a team of 4

### 2nd Tonghao Cup Bridge Conceptual Design Competition in TJU

Second Prize, Dec 2016

- Designed a suspension bridge with 2 teammates; 2nd place out of 23 teams

### 8th Huacheng Cup Paper Architecture Design and Construction Competition in TJU

Third Prize, June 2014

- Competed with 35 teams from other departments in TJU, 14 teams from other domestic universities, and 11 teams from foreign universities, building corrugated paper house with 24 hours in a team of 9

## Education

### Bachelor of Engineering, Urban Planning

2013-2018 | [Tongji University](#)

### Additional Coursework

Human computer interaction, html css javascript for web developers(mentor)  
2016 | [Coursera](#)

IBM Design Thinking Immersion Program

2017 | [IBM](#)

## Research

### Design and Research Assistant

June 2017-Oct 2017 | [IDVX\(Intelligent Big Data Visualization\) Lab](#)

- Conducted related work research including over 30 paper reviews and market research for ECG monitoring project
- Designed the workflow, wireframes and visuals of the ECG monitoring app

### Research Assistant

March 2017-Sept 2017 | [Human experience in high density environment Lab](#)

Worked in the project Built Environment Experience Assessment and Design via Bio-Feed-back (Natural Science Foundation of China)

**Publication:** Built Environment Experience Assessment and Design via Bio-Feedback.

- Conducted over 40 user studies including pilot testing, interview and experiments using wearable physiological sensors and GPS devices
- Studied the methods about affective mapping and human factor design
- Analyzed the experiment results and found out the pattern between users' emotional feedback and environment design

## Selected Work Experiences

### UX Design Intern

Sept 2017-Present | [IBM](#)

- Serve on Machine Learning Team and assisted creating ITOA, an intelligent health monitoring platform for data workers, collaborated with architects and devs to prepared its release
- Designed interface and flow of the latest version of mobile app zService Advisor, a smart z Systems software
- Poster design for IBM systems technical events in Washington DC

### Design Assistant

Feb 2017-Present | [Dream Building Service Association NGO](#)

- Prepared and organized the international design competition of DBSA learning center in Nairobi with 16 people in my team through internet and working together in Beijing office, conducted market research, invited famous architects as judges and sponsors, designed posters for release
- Designed and distributed poster online to raise fund for the reconstruction of a school destroyed by fire there reaching more than 17,000 people and 288,000 CNY

### Product Management Assistant

Dec 2016-Feb 2017 | [Nonda](#)

- Redesigned a website widget resulting in a 20.9% conversion increase
- Tracked and analyzed data for website traffic and use and created weekly reports on areas for improvement
- Worked closely with product manager, interaction designers and developers

### UX Designer

July 2015-Oct 2015 | [Thumb City App Startup](#)

- Distributed and analyzed questionnaires about current information spreading experience on campus answered by more than 200 people
- Decided the user flow and UI design based on user research
- Launched an app with more than 10,000 unique users in 3 weeks