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Yuhan Liu

Skills

Software

Sketch, Photoshop, Adobe Effect, Illustrator, InDesign, Flinto, Principle, Sublime, Microsoft Office Suite, Sketchup, Autocad

Programming

HTML, CSS, Javascript

Others

Painting, Piano, Guitar

Awards

Rural Planning Design Competition, TJU

Second Prize | Feb 2017

Tonghao Cup Bridge Conceptual Design Competition, TJU

Second Prize | Dec 2016

Huacheng Cup Paper Architecture Design & Construction Competition, TJU

Third Prize | June 2014

Experience

UX Design Intern

IBM design studio | Sept 2017 - Present

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

Design Assistant

Dream Building Service Association NGO | Feb 2017 - Present

- Prepared and organized the international design competition of DBSA learning center in Nairobi to promote local education, 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

Assistant Product Manager

Nonda | Dec 2016 - Feb 2017

- Redesigned a website widget resulting in a 20.9% purchase conversion increase
- Tracked and analyzed data for website traffic and use and created weekly reports on areas for improvement

Research Intern

Shanghai Urban Planning and Design Research Institute | Aug 2016 - Oct 2017

- Conducted interviews of over 150 people from different departments in order to decide our plan based on users' opinion
- Investigated and drew Wujing Town in Shanghai's map covering 37 square km using ArcGis and AutoCad
- Devised and organized current information documents as basic references for future design

Design Intern

East Chine Chemical Engineering INC | Jun 2016 – Aug 2016

- Assisted master plan of a chemical industry park in Providence Shandong
- Drew and typeset final presentation in the bidding document showing our design plan and won the bidding

UX Designer

Thumb City Startup | July 2015 - Oct 2015

- 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 the app with more than 10,000 unique users in 3 weeks

Education

B.E. in Urban Planning

Tongji University | Sept 2013 - June 2018

Human Computer Interaction, Html css javascript for web sevelopers(Mentor)

Coursera | Sept 2016 - Dec 2016

Research

Design & Research Assistant

IDVX(Intelligent Big Data Visualizatio) Lab, TJU | June 2017 - Oct 2017

Worked in ECG Lens project, an app that offer patients basic intelligible ECG reports by data visualization

- Conducted related work research including over 30 paper reviews and market research
- Designed the workflow, wireframes and visuals of the ECG Lens mobile app
- Conducted interview with 18 board-certified cardiologist and user studies to ensure our design and techniques are effective and accurate
- Supported and prepared project's roadshow in University Peak Programs Shanghai funded by government and successfully attracted investors

Research Assistant

Human experience in high density environment Lab, TJU | March 2017 - Sept 2017

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

Worked in project Experience Design based on Bio-Feedback (Supported by the National Natural Science Foundation of China, Grant No. 51408429)

- Conducted over 40 user studies including pilot testing, interview and experiments using wearable physiological sensors and GPS devices
- Analyzed experiment results and found out the pattern between users' emotional feedback and environment design
- Paper writing to summarize our research findings and introduce our technical approach, affective mapping based on biological feedback which can lead to better human experience and design strategy