Tianyu Hu

User Experience
Researcher/Designer

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🎓 Education

Master of Arts (GPA: 3.95)
Michigan State University
09/2013 - 05/2015

Media and Information Studies
Human-Computer Interaction track
Serious Game Design & Research focus

Bachelor of Arts
Wuhan University
09/2009 - 06/2013

Editing and Publishing,
Digital Publishing focus

💗 Areas of interest

Health Information

Mobile Health

Designing for behavior change

Wearable Technology

Ubiquitous Computing

📝 Skills

UI design
Sketch 3
Axure
Adobe Illustrator

Typesetting
Adobe Indesign

Web Development
HTML/CSS
Wordpress

Game Development
Unity 3D
Maya

Others
Xcode
Arduino
Piano
Mandarin

ⓘ About

Hi, as a graduate from HCI & IT domain, I'm seeking a position at the intersection of people and technologies, a role on projects where I can use my design-thinking research and human-centered design skills to create commercially successful products that have positive impacts on their end-users.

🖥 Professional Experience

Jackson National Life Insurance - Web Development Intern   *01/2015 - Present*

• Analyze processes, data and solve business problems through certain technologies, currently working on improving the user experience of JPOD (Jackson Process On Demand) system.

• Provide assistance to staff members as they conceptualize, design, and code various GUI solutions.

Michigan State University - Research Assistant   *01/2015 - Present*

• Assist supervisor professor to conduct experiments and researches in sensor related HCI domain.

• Help to prepare materials for the course "Building Experimental Experiences".

imLab.cc – UX researcher, UI designer   *03/2014 - 12/2014*

• Designed mechanics for a wearable device based mobile health game (BeTwine) that helps reduce users' sedentary behavior.

• Designed competition and task assignment system to better motivate users to exercise more, later examined the intervention effectiveness with a series of usability tests and user studies.

• Received a fellowship from Communication Arts ad Science College to conduct an intervention study for 40 participants, analyzed all the data collected and now working on an acedemic paper to be published.

Shunote.com – Project Manager, entrepreneur   *03/2012 - 03/2013*

• Responsible for the product design, project publicizing and fellowship application, and supervising the progress of the project.

• The project met all of its initial goals half a year before the deadline and received an Innovation and Entrepreneurship Training award for national undergraduates and was evaluated as "excellent" among almost 100 projects.

Jing.fm – Practice UX designer   *11/2012 - 02/2013*

• Collected data and user feedback to assist programmers with product testing and debugging.

• Proposed a gamified solution to increase user viscosity which has been partly adopted in the product's new version.

Xianguo.com – Practice Product Manager   *06/2012 - 09/2012*

• Responsible for product prototyping, user & market research, product innovation & improvement, and social network account management;

• The research of China's Android system users led to significant changes in both function setting and UI design of following updates.