

Tianyu Hu

User Experience Researcher/Designer

hutianyu.net

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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

Strengths

User study

Information Architecture

Usability Test

Quick Prototyping

Wire framing

Skills

Wirefram & UI

Sketch 3

Adobe Illustrator

Axure

Typesetting & Graphic

Adobe Indesign

Adobe Photoshop

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 - Web Design/Development Intern 01/2015 - Present

- Consult and solve business problems through certain technologies, currently working on improving the user experience of JPOD (Jackson Process On Demand) system.
- Brainstorm, sketch and make wireframes with Adobe Creative Suite to meet business requirements through iterations.

Michigan State University - Research & Teaching Assistant 01/2015 - Present

- Assist the professor to conduct experiments and researches in sensor related HCI domain.
- Help to prepare materials for the course "Building Experimental Experiences".

BeTwine.us – 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 and Science College to conduct an intervention study for 40 participants, analyzed all the data collected and now working on an academic paper to be published.

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

- Responsible for the product design, project publicizing and fellowship application, also 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.