

DANLAN HUANG

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EDUCATION

Hubei University of Technology

Hubei, China

B.E. in Industrial Design

Sept. 2014 - Expected June 2018

- **GPA:** 3.62/4.00
- **Core modules:** Fundamentals of Computer and Network Application, Computer-Aided Graphic Design, Computer-Aided 3D Design, Excel VBA and Application, Ergonomics, Course Design of Ergonomics, Advanced Mathematics, Linear Algebra

National Yunlin University of Science and Technology

Taiwan

Industrial Design

Sept. 2015 – Jan 2016

- **Core modules:** Introduction to Human Factors, Basic Product Design, Introduction to Electromechanics, Digital Model Construction

ACADEMIC ACHIEVEMENTS

First Prize of the Huazhou Emergency Cup Innovation Design Competition, Hubei Provincial Science and Technology Association

2016

- Led the design of product appearance, interaction details, and conducted a team demo on the small animation
- Placed in the top 2% of the competition

University Scholarship, Hubei University of Technology

2015 - present

- Granted in-course scholarship for three consecutive years

ACADEMIC EXPERIENCES

Aquarium experience design based on narrative interaction at the User-Friendly Conference

Jiangsu, China

- Presented a scholarly paper on narrative interaction to an audience of over one hundred people
- Awarded the "Anthology Author" honorary title

Aquarium experience design based on narrative interaction

Hubei, China

- Conducted the study and concept application of interactive narration in museum education through the example of an aquarium
- Published in *Industrial Design Research* and included in the symposium of User Experience Professional Association or UXPA

PROFESSIONAL EXPERIENCE

UI & Interactive Designer, iClock

Nov 2017

- Innovated and integrated the interactive alarm clock design with Chinese traditional culture

Personal Project, UI & Interactive Design, Intelligent Suitcase

Sept 2017

- Devised a project to aid travelers in their choice of belongings through an interactive suitcase and mobile phone
- Made high fidelity prototypes to show product concepts

Personal Project, System & Interactive Design, "Twist X Ease"

Jun 2017

- Designed a simple system to alleviate lumbago due to sedentary lifestyles and lack of exercise
- Implemented various user research methods such as questionnaires, persona, storyboard, etc.

Personal Project, Installation Design, "X Indifference"

Mar 2017

- Created an interactive device that triggers people to think about social networks and social realities
- Learned to write Arduino programming

Team Work, Team Leader, Indoor Interactive Signage & Wayfinding System

Jan 2017

- Led the end-to-end execution of the project through seamless coordination between the technical group and design group
- Designed various experiments to improve the user experience

SKILLS

Software: Adobe Photoshop, Adobe Illustration, Pro/E, KeyShot, CATIA, Office

Programming Language: Arduino (Intermediate Level), Python (Beginner Level)

Design & Research: Sketching, Storyboarding, Persona and Scenarios, Wireframing