

L A U R E N H U N G

www.laurenhungdesign.com

laurenh162@gmail.com

(503) 380-7921

E X P E R I E N C E

Design Lead | Honda (MHCI Capstone)

Feb 2021 — Aug 2021 · 7 mos | Pittsburgh, PA

Designed 7 multimodal experiences using rapid prototyping and Wizard-of-Oz research methods to explore the future of social interactions in cars. Proposed a “car-as-a-console” system that creates moments of joy and connection for families. Clients expressed plans to build on this proposal in future projects.

Design Researcher | Bosch (CMU CSL)

Feb 2021 — May 2021 · 4 mos | Pittsburgh, PA

Conducted exploratory research with 17 participants, including company executives, to define, verify, and pitch an unmet need in the market. Redefined the problem space with 3 key insights and outlined a new business opportunity with risk and return analysis.

Product Designer | Iris Lunar Rover (CMU)

Sep 2020 — Mar 2021 · 7 mos | Pittsburgh, PA

Refined the design and interactions of Command Line for Iris’ mission control software. Conducted user testing with high-fidelity prototypes to evaluate usability through simulated missions. Iris is a 4.4lb lunar rover built to launch to the Moon in Fall 2021.

UX Researcher Intern | UCLA

Jun 2019 — Apr 2020 · 11 mos | Los Angeles, CA

Worked with computer engineering PhD students to design and develop a series of collaborative AI tools for pathologists. Led the research and design efforts, with the results published in ACM CHI Conference in April 2021.

UX Designer Intern | Woobo

Aug 2018 — Apr 2019 · 9 mos | Cambridge, MA

Redesigned the Woobo Parent mobile app starting from user research to high-fidelity design and worked side-by-side with mobile and content developers throughout the project. Created games, logos, and icons for Woobo’s core content library and helped run the company’s exhibit at CES in 2019.

E D U C A T I O N

Carnegie Mellon University

Aug 2020 — Aug 2021 | Pittsburgh, PA

Master of Human-Computer Interaction

Rhode Island School of Design

Sep 2014 — Jun 2018 | Providence, RI

BFA Industrial Design | Honors Student

Brown University

Sep 2014 — Jun 2018 | Providence, RI

Classes in UIUX, Intro to Computer Science

S K I L L S

Design + Research

Contextual inquiry, Diary study, Interview, Think-aloud, Wizard-of-Oz, Rapid prototyping, Storyboarding, Stakeholder mapping, Journey mapping, Affinity mapping, Service blueprint, Visual design, Illustration, 3D modeling

Tools

Figma, Sketch, Adobe CC, Principle, Procreate, Rhinoceros 3D, Solidworks, Fusion 360, Keyshot, HTML/CSS, Javascript