Hanyu Tang

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hanyutang-sandra.site

EDUCATION

Carnegie Mellon University, **School of Computer Science, METALS**
Pittsburgh, PA, USA
Aug. 2018 - Aug. 2019 *(Expected)*
Relevant Coursework: Web Application Development;
Human-AI Interaction; Applied Machine Learning;
Interaction Design Overview; Methology of Visualization;
Document Design; Introduction to Computer Music (Audit)

Xiamen University, College of Humanities
Xiamen, Fujian, China
Aug. 2014 - July 2018
Relevant Coursework: Application of Python Programming;
Foundations of Programming; HTML5 Canvas Games Development;
Data Processing and Evaluation with MATLAB;
Computer Networks with Communication;
Introduction to Computer Network Security.

SKILLS

Programming:
- HTML5, CSS3 (SCSS, LESS), Bootstrap, Materialize, Material Design
- JavaScript (JQuery, ES6, React.js, Redux, Webpack, Node.js, D3.js, Flux),
- Python (Django, Flask, Tensorflow, Pytorch)

Design:
- Adobe Photoshop, Adobe Illustration, Adobe XD, Adobe In-design, Adobe AE,
- Sketch, Invision, Figma

Research:
- Afinity Diagram, User Interview, Customer Journey Map, User Personas, Cognitive Task Analysis,
- A/B Test, Vivo Experiment

Language:
- English *(Fluent)*, Chinese *(Native)*, German *(Intermediate)*

EXPERIENCE

Product Manager Intern, The One Electronic Technology   Aug. 2017 - Sep. 2017
- Conducted research to investigate the market potential for the company's virtual reality (VR) game and reported the findings to the executives.
- Collaborated with developers on prototyping a new augmented reality (AR) device that aims to improve tourists' navigating experience with immersive location-based direction guidance.
- Coordinated product requirements, design and implementation with developers and designers

Frontend Developer Intern, Xi'an Moumou Information Technology   July 2017 - Aug. 2017
- Developed a website that allows visitors to earn money by following local merchants and watching the advertisement posted.
- Ensured consistency of website with the iOS and Android version app in function and style. Connected the website with database and implemented instant data transmission to frontend.

ACDEMIC PROJECTS

Capstone Project, Carnegie Mellon University   Jan. 2019 - Now
- Designed and prototyped an application for the teaching and learning of Spanish speaking and listening skills, targeted at K-12 educators and learners.
- Conducted thorough literature review, competitive analysis and field research to gain valuable user insights.
- Implemented various technologies, including automatic speech recognition, augmented reality and web technologies to ensure the largest learning outcome and a enjoyable learning experience.

'Hotpot Music', Carnegie Mellon University   Sep. 2018 - Dec. 2018
- Designed and prototyped a web application that allow users in the same room to listen to music simultaneously and send public comments
- Utilized HTML, CSS and JavaScript together with jQuery and Bootstrap to ensure responsive web application and great user experience
- Implemented Web Socket and ScrollMagic.js for simultaneous communication and animation effects

'Grumblr', Carnegie Mellon University   Sep. 2018 - Nov. 2018
- Designed and prototyped a MVC (model-view-controller) web application that implements an online miniblog website that allow users to register, login, post and view personal and other's posting stream and information
- Combined Django framework with HTML, CSS and JavaScript (JQuery) to create interactive user interface and optimize performance
- Adopted PostgreSQL for data storage and implemented on Heroku.