Hanyu Tang

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EDUCATION

Carnegie Mellon University   Pittsburgh, PA, USA
METALS, School of Computer Science, *Major GPA:3.71*   Aug. 2018 – Aug. 2019 *(Expected)*
Relevant Coursework: Web Application Development; Human-ai Interaction; Applied Machine Learning;
Programming User Interface; Interaction Design Overview;
Introduction to Computer Music; Methodology of Visualization; Document Design

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

SKILLS

Programming: HTML5, CSS3 (SCSS, LESS), Bootstrap, Materialize, JavaScript (JQuery, ES6, Node.js, React.js, Webpack), Python (Django), MATLAB, C/C#, R
Design: Adobe Photoshop, Adobe Illustration, Adobe XD, Adobe In-design, Sketch, Invision
Research: User Research, User Interview, A/B Test, Vivo Experiment, Cognitive Task Analysis
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.

ACEDAMIC PROJECT

'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   Aug. 2018 – Dec. 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.

UI Engineer, 'Interaction Movie'   Feb. 2017 – Feb. 2018
- Designed and prototyped an app that allows users without professional knowledge about filmmaking to record, edit and upload self-made films.
- Conducted user research on college students on most frequently required support for film making.
- Led script writing and filming of the demo video.