Hongru Hou

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San Francisco

Master of Fine Arts	**Master of Engineering**	**Bachelor of Engineering**
Design (IxD track)	Computer Technology	Computer Science & Technology
California College of the Arts	Beijing Institute of Technology	Inner Mongolia University
Class of 2017	Class of 2013	Class of 2011

Product Designer @ Weill Cornell Medicine
San Francisco, 09/2016 – present
Help to shape a Web-based Digital Imaging and Communications in Medicine Viewer application, which enables radiologists to leverage deep learning algorithms to quickly identify regions of interest on a DICOM study. My responsibility includes research, UI/UX design, and prototyping.

UI/UX Design Intern @ Google's Nest
Palo Alto, 05/2016 – 09/2016
I worked on the UI/UX design team to help shape the out-of-box experience for new Nest products. Key contributions: i. OOBE timing competitive research. ii. 8 prototypes for 16 user studies. iii. Store, onboarding emails, in-app AR measurement tool design & prototyping for Ideal OOBE Exploration.

Design Technologist Intern @ Amazon
Seattle, 05/2015 – 08/2015
As a DT intern within the Human-Centered Design team, I worked on a Smart Staffing Board project for Amazon fulfillment centers to help managers and associates refine workflow and improve efficiency. My responsibility included user research, UI/UX design, software & hardware prototyping, user testing.

Front-end R&D Engineer @ Baidu
Beijing, 07/2013 – 04/2014
By bridging the gap between our design team and development team, I designed, developed and maintained a Front-end Style Guide for Baidu Map's mobile Web app, which helped in increasing the accordance of user experience and improved the average page loading speed by 11%.

Research Skills	**Design Skills**	**Prototyping Skills**
Contextual Inquiry	Interaction Design	Web: HTML+CSS+JavaScript
Questionnaire	Visual Design	App: InVision/Flinto/Framer
Interview	Motion Design	Video: After Effects
Card Sorting	3D Design	Audio: Adobe Audition
Affinity Diagram	Experience Design	AR: Augment+TinkerCAD
A/B Testing	Human Centered Design	VR: Unity+SketchUp