Hongru Hou

https://hongru.hou.io hongru@hou.io +1 (415) 542-8580 San Francisco

Master of Fine Arts

Design California College of the Arts Class of 2017

Master of Engineering

Computer Technology Beijing Institute of Technology Class of 2013

Bachelor of Engineering

Computer Science & Technology Inner Mongolia University Class of 2011

Product Designer (Part-time) @ 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	Front-end Skills
Contextual Inquiry	Interaction Design	Low-fi: InVision / Flinto	Semantic HTML
Questionnaire	Visual Design	High-fi: Framer	CSS / Sass
Interview	Motion Design	Video: After Effects	JavaScript / React
Card Sorting	Human-centered Design	Audio: Adobe Audition	SVG / Animation
A/B Testing	Data-informed Design	AR: Augment	Webpack+Babel / gulp