

Hongru Hou

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

HONGRU IS A DESIGNER AND PROTOTYPER. He believes the combination of left brain and right brain could guide the ordinary to the extraordinary.

Master of Fine Arts

Design (IxD track)
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 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

Contextual Inquiry
Questionnaire
Interview
Card Sorting
Affinity Diagram
A/B Test

Design Skills

Interaction Design
Visual Design
Motion Design
3D Design
Experience Design
Human Centered Design

Prototyping Skills

App: InVision/Flinto/Framer
Video: After Effects
Audio: Adobe Audition
AR: Augment + TinkerCAD
VR: Unity + SketchUp
Hardware: Arduino + Sensors