

# Hongru Hou

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San Francisco

## 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. OOB timing competitive research. ii. 8 prototypes for 16 user studies. iii. Store, onboarding emails, in-app AR measurement tool design & prototyping for Ideal OOB 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

Contextual Inquiry  
Questionnaire  
Interview  
Card Sorting  
A/B Testing

## Design Skills

Interaction Design  
Visual Design  
Motion Design  
Design Thinking  
Data-informed Design

## Prototyping Skills

Web: HTML + CSS + JavaScript  
App: InVision / Flinto / Framer  
Video: After Effects  
Audio: Adobe Audition  
AR: Augment+TinkerCAD