Dun Huang
UX/UI Design
Product Management

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RELEVANT EXPERIENCE

TEACHING ASSISTANT
UNIVERSITY OF WATERLOO, JAN 2015 - DEC 2015

Facilitated the evaluation of the Co-operative Education & Career Action's new website and class discussion in topics related to data collection, heuristic evaluation, and user testing under direction of course instructor. Collected and classified data from the class evaluation; summarized redesign results. Guided third year students to finish the course project "Internet of things" design from both hardware and software aspects. Assessed student learning through group meeting tutorial and evaluating 30 logbooks every week.

DEPARTMENT DIRECTOR
WUHAN UNIVERSITY, JULY 2013 - JUN 2014

Independently redesigned the website of the School of Power and Mechanical Engineering, as well as all related marketing materials using Adobe Photoshop and Adobe Illustrator.

ASSISTANT DIRECTOR
ZIQIANG.NET, SEP 2010 - JUN 2013

Interviewed, hired and trained 20 new staff. Founded the Wechat public platform for our website and expanded 20,000 users in 3 months. Founded the Ziqiang Weekly Journal email newsletter program. Founded the Ziqiang Weekly Journal email newsletter program and designed the style of the journal using HTML&CSS language. Spearheaded and designed user interface for "WHU Mobile" iOS and Android application.

SELECTED PROJECTS

UWATERLOO MOBILE, UX & UI Design
SEP 2014 - DEC 2014

Designed interview guide to facilitate acquiring user habits and use scenarios. Built low-fidelity and high-fidelity prototypes using Axure and Adobe Photoshop to enable user testing. Operated user tests based on the high-fidelity prototype. Evaluated the application the using heuristic evaluation approach to ensure optimal user experience.

CHINESE PHONETIC ASSISTANT, UI Design
FEB 2012 - JUN 2012

Independently finished user research and user interface design as a personal project.

EDUCATION

B.S. @Wuhan University
WUHAN, CHINA, SEP 2010 - JUN 2014
MECHANICAL ENGINEERING & ADVERTISING (DUAL DEGREE)

M.E. @University of Waterloo
WATERLOO, CANADA, SEP 2014 - CURRENT
SYSTEM DESIGN ENGINEERING

SKILLS

UX METHODS
USABILITY TESTING
CONTEXTUAL INQUIRY
PERSONAS & SCENARIOS
SKETCHING
PROTOTYPING
CARD SORTING
STORYBOARDING
HEURISTIC EVALUATION
COGNITIVE WALKTHROUGH
THINK ALOUD
A/B TESTING
INTERVIEWING
SURVEYS

DESIGN TOOLS
PHOTOSHOP
ILLUSTRATOR
LIGHTROOM
AFTER EFFECTS
OMNIGRAFFLE
VISIO
AXURE
SKETCH
KEYNOTE

PROGRAMMING
HTML & CSS
JAVASCRIPT
JUQERY
C/C++