HUAYUN HUANG

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huayunh.github.io

Human Computer Interaction + Mathematical Science
Graduating Spring 2019
Carnegie Mellon University

Experiences

Check huayunh.github.io for a comprehensive portfolio.

User Experience Intern, Eaton [Summer 2018]

- User-studied, designed, iterated, and delivered, as lead designer, a human-machine touchscreen interface for a commercial light switch. The final design was enthusiastically endorsed by the client.
- Built data visualization libraries for Eaton's internal design language system.

User Experience Intern, Eaton [Summer 2017]

- Conducted user studies; Storyboarded, designed, prototyped and implemented a website on my own initiative.
- Learned agile management, design critiques, and interpersonal communications. Became adept with studio collaborative culture.

Research Assistant, Carnegie Mellon University [Spring 2016 - Summer 2017]

- Led a group to apply data science with machine learning to help diagnose balancing problems in recovery from orthopedic surgery.
- Reconstructed a stress-inducing software package for laboratory use. Learned to think critically and creatively. Work was deployed for NSF research grant.
- Provided opinions from a designer's perspective, and learned to communicate with engineers.
- Consistently recommended by Professors.

Activities

Chinese Wikipedia [February 2017 -]

- Host and Coordinator for the writing contests "WikiCups" and "Wikipedia Asian Month".
- Wrote two peer-reviewed, featured articles.
- Used design skills to provide guidance to newcomers.
- Earned the trust and confidence of the local community as an active contributor.

Ingress Pittsburgh [September 2014 - May 2016]

- Hosted and coordinated two global gaming events that attracted more than 1,000 people.
- Hosted four local events for Ingress gamers to battle together.
- Served as local community moderator.

Skills

Python · JavaScript · NodeJS · HTML/ CSS · Bootstrap · Swift · Java · C · SQL

Adobe Suites · Sketch

User studies · UI/UX design

Fluent English / Chinese

Courses

HCI

Interaction Design Studio I
Interaction Design Studio II
Human Factors
Programming User Interfaces
User-Centered Research & Eval
Social Web
Cognitive Psychology
Social Psychology
"Twitch Plays" Game Design
Interaction Techniques

Mathematics

Calculus in 3D
Discrete Math
Numerical Methods
Combinatorics
Algebraic Structure
Operations Research I
Linear Algebra
Probability
Real Analysis I & II
Numerical Linear Algebra

Computer Science

Fundamentals of Computing
Principles of Funct. Programming
Principles of Imperative Computing
Introduction to Computer Systems
Introduction to Machine Learning
CS Pedagogy