HUAYUN HUANG

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

Experiences

User Experience Intern, Eaton [Summer 2018]

- User-studied, designed, iterated, and delivered the human-machine touchscreen interface for a commercial light switch independently. The final design was well-received 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 independently.
- Learned agile management, design critiques, and interpersonal communications. Adopted the 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.
- 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 2 featured articles and 1 good articles
- Well-trusted by the local community as an active contributor

Ingress Pittsburgh [September 2014 - May 2016]

- Host and coordinated 2 global gaming events that attracts more than 1,000 people in total.
- Host 4 local events
- Local community moderator

Skills

Python · Swift · JavaScript · NodeJS · HTML/ CSS · Bootstrap · Java · nodeJS · C
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
Social Web
Cognitive Psychology "Twitch Plays" Game Design

Mathematics

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

Computer Science

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