JESSIE LYU

UX RESEARCHER
UI DESIGNER

ABOUT

I'm a motivated UX Researcher and UI Designer based in Bay Area. Currently I'm pursuing Master Degree of Information Management in UC-Berkeley.

Experience in:
- Software Development
- UX Research
- User Interface Design
- Prototyping
- Mobile App Development
- etc.

Skill highlights:
- Adobe Suite: PS, AI, ID, XD
- Sketch
- HTML5/CSS3/JS/JQuery
- React.js framework
- Java

CONTACT

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Sunnyvale, CA, 94085

Portfolio: worldofjessielyu.com

EDUCATION

Master of Information Management and System
UNIVERSITY OF California, Berkeley
August, 2018 - Now
Focus: UX Research and Design

Bachelor of Science in Computer Engineering, with Honor
UNIVERSITY OF ILLINOIS, URBANA-CHAMPAIGN   GPA:3.58/4.00
August, 2012 - May, 2016
Minor: Mathematics

EXPERIENCE

Software Engineer   Yahoo! Inc.
Jun, 2016 - July, 2018
- Worked in Yahoo Global Search team, supported Yahoo Search which has millions of users each day on both mobile/PC devices
- Designed and devloped an internal Search System debugging tool, significantly increased trouble shooting time for engineers and editors
- Worked with designers and users on a Search UI configuration tool using React.js

Software Engineer   Quicket Solutions, Inc.
Sep, 2015 - May 2016
- Worked on a cloud based e-Ticket System for police officers to track tickets, warnings and driver's infos quickly and effectively
- Helped research, design and implement the UI of the software
- Launched the application in many cities, named a finalist in Amazon's City on a Cloud Innovation Challenge 2015

Undergraduate Research Assistant   NCSA
Sep, 2015 - May 2016
- Researched on audience-stage interactions using mobile devices, and developed an IOS application which could connect performance with users through interactive tasks
- Worked on user interaction design and UI implementation of the app
- Available for download in App store, more information can be found http://lait.ncsa.illi-nois.edu/

Undergraduate Research Assistant   NCSA
Feb, 2015 - August, 2015
- Researched on children's learning pattern of science, conducted comprehensive user study and user experience analysis
- Designed and developed a Kinect based Unity Game for kids to understand energy transfer
- Presented in the Children's Museum of Indianapolis

Projects

Task Mate
UX Researcher on Task Tracking APPs
Mar, 2018 - June, 2018
- Did extensive user study on their habits of usng productivity apps, and their preference on fulfilling a task or goal
- Designed a prototype of task tracking mobile app based on user feedback

Dalian - IOS APP
News Digestion in an Innovative Way
June, 2017 - August, 2017
- This APP was based on "User Generated News Content" concept, aimed at creating a new experience for users to receive information
- It is an online information sharing community focusing on critical and logical thinking.