

Jinpeng Hu

University of Pittsburgh

Contact

📞 (412) 418-6378

✉️ jih125@pitt.edu

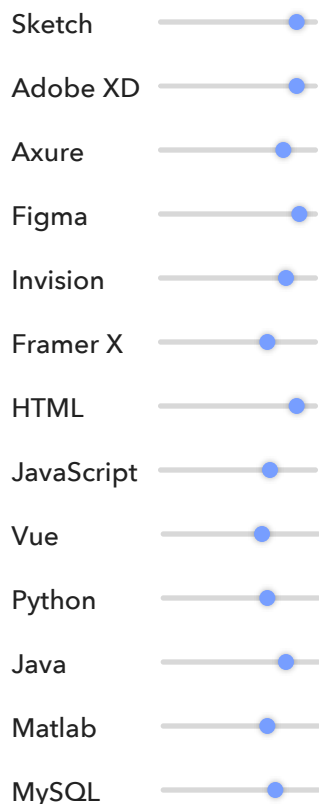
🌐 <https://www.linkedin.com/in/jinpeng-hu-313193146/>

🐙 <https://www.github.com/jih125>

Self Summary

- Quick adaptability
- Fast learning
- Good insights
- Organized
- Collaborative

Skills



Language

- Mandarin
- English

Currently a graduate student from University of Pittsburgh MSIS program with interests in UX design and web design & development. Able to take ideas from concept to wireframe to prototype to production.

Education

B.S. Electrical Engineering Sep 2014 - Jul 2018
North China University of Technology 3.12/4.00

Relevant Coursework: [Human-Computer Interface Design](#)

GPP-E Cooperative Program Aug 2017 - Jun 2018
University of California, Riverside 3.25/4.00

Relevant Coursework: Intro to Artificial Intelligence, Intro to Robotics, Computer Vision

M.S. Information Science Aug 2018 - Present
University of Pittsburgh 3.56/4.00

Relevant Coursework: [Interactive System Design](#), [Human Factors](#), Human Information Processing, Social Computing, [Web Development](#), Database Management, [Information Visualization](#), Information Retrieval

Experience

PaperBuster Reading Tutor Project Oct 2019 - Dec 2019
University of Pittsburgh Pittsburgh, PA

Designed a search-based reading tutor system designed by **Figma** and developed by **Vue.js** that helps new graduate students better understand unfamiliar terms when they have difficulty when reading research papers. The system also allows users to preview discourses of paper and perform "one-stop search" that enhance the reading efficiency.

UX Design Intern May 2019 - Aug 2019
Xiaozhu Beijing, CN

Collaborated with product managers and UI designers, and produced low-fidelity prototype and workflow with **Sketch** and **Adobe XD** for diverse iteration and new functionality projects for Xiaozhu app and internal promotion event release platform.

Interactive System Design Group Project Feb 2019 - Apr 2019
University of Pittsburgh Pittsburgh, PA

Collaborated with teammates and produced refined user interfaces (quiz/practice, leader board, user profile) with **Axure** and **Vue.js** from a quiz game system for dental and medical school at Pitt based on user feedback and inquiry.

Social Computing Group Project Feb 2019 - Apr 2019
University of Pittsburgh Pittsburgh, PA

Collaboratively designed a conceptual social game prototype with **Draw.io** and **Twine** for empathy training and cyberbullying prevention for students from primary school and middle school.

Undergraduate Assistant Oct 2017 - Jun 2018
University of California, Riverside Riverside, CA

Assisted Ph.D. candidates and generated instant objective detection and tracking system based on **YOLO** (You only look once) real-time system, trained and tested the system with the experimental dataset.