JING LYU

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EXPERIENCE

Clemson University-School of Computing, Clemson, SC   July 2017 – Present
UX Researcher/Designer

- Heighten users' awareness of privacy issues by creating a tangible, interactive system (HoloGlobe) that allows users to explore geospatial privacy information by manipulating a physical globe.
- Oversee designing and building a prototype using Adobe Design Suite, photography, 3D printing, and laser cutting.
- Strengthen users' understanding of their mobile apps' data collection and sharing practices with third parties by creating a privacy-centric screensaver that dynamically displays how often apps share data with third parties.
- Conduct field study of participants use of the screensaver and collected both quantitative and qualitative data to determine attitudinal and behavioral changes.
- Build interactive experiences in a complex environment and designed user interfaces for web, software, and hardware products; wrote proposal and prepared the IRB packet.
- Generate design ideas by implementing prototypes, mock-ups and task analysis, usability studies, personas, user flows, wire frames, style guides, navigational structures, and affinity diagrams.
- Produce papers detailing results of data analysis with R and quality analysis of audio and video, captured on explored potential of VR tech to serve as a collaborative platform for virtual teams.
- Research tangible interactive design, user-tailored privacy, and privacy default settings.

PROJECTS

Makura Social App   August 2018 – December 2018

- App designed to house private and stressful information for people that have no one to share it with, without worrying about privacy leaks and providing them with chatting companions who would be a best match for discussion.
- Researched top 100 hashtags co-occurring with #depression using big-data, then observed and drew a tree diagram for the most popular social media app for comparison.
- Established information architecture, sketched wireframing and prototyping for less design and more flow.
- Conducted usability testing to assess usefulness and ensure style enabled a sense of comfort for UI design.

Whale Grace Music   May 2018 – September 2018

- Designed online questionnaire to target user groups for understanding music theory and how it affects user's thoughts and feelings for recommended songs, radio channels and playlists.
- Created user personas and stories based on user goals and needs to create the information architecture through task analysis and user flow.
- Developed and troubleshot prototype during usability testing to check for UI design flaws and establish critique.
- Established a sharing enabled and community-based database for like-minded musicians and music lovers to share playlists and create songs based on similar preferences or moods.

PUBLICATIONS

- Brygg Ullmer, Philip Paar, Liviu Coconu, Jing Lyu, Miriam Konkel, and Hans-Christian Hege. "A Smartphone-Based Tangible Interaction Approach for Landscape Visualization." (In Proceedings of the 7th ACM International Symposium on Pervasive Displays, p. 23. ACM, 2018. *Best demo awards)* https://dl.acm.org/citation.cfm?id=3210707
- Brygg Ullmer, Philip Paar, Liviu Coconu, Jing Lyu, Miriam Konkel, and Hans-Christian Hege. "An 1834 Mediterranean Garden in Berlin." (In Proceedings of the 7th ACM International Symposium on Pervasive Displays, p. 12. ACM, 2018. *Best paper awards*) https://dl.acm.org/citation.cfm?id=3205894

SKILLS

|| InDesign || Illustrator || Photoshop || Principle (UI/UX) || Sketch (UI/UX) || || HTML5 || CSS+DIV || Rhino (3D) ||
|| Photography || 3D Printing || Laser Cutting ||

EDUCATION

Pratt Institute, New York, NY
M.S. in Communications Design || UX Certification - CareerFoundry ||
Courses: || User Research || Information Architecture || Wireframing || UI Design || Prototyping || User Testing ||

Nanjing University of the Arts, Nanjing, China
B.A. in Art & Design