

Puhe Liang

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PROFESSIONAL EXPERIENCE

UX Engineer | Appian, Virginia 2019. 6 - present

Develop Appian design system by building configurable UI components and enhancing existing ones; Deliver code in React and React Native, create unit tests in Jest.

Response to customer incidents and code review front-end PRs to ensure browser compatibility and web accessibility.

Partner with designers and product owners, translate product requirements and system objectives into workable prototypes, push ideas to improve limpidity and overall visual experience of Appian.

Developer, UX Advocate | SAP Shanghai Labs 2015. 8 - 2017. 8

Designed and delivered enterprise web applications on desktop and handheld devices to facilitate complex supply chain processes in SAP EWM

Visualized data in charts and diagrams to enable meaningful analysis, improved supervising efficiency of the warehouse process.

Won global second prize in 2016 IoT Challenge, worked as Scrum Master in a diverse team, responsible for communicating design decisions with all-level stakeholders.

Graduate Student Instructor | University of Michigan 2018. 9 - 2019. 4

Pervasive Interaction Design - SI612: Lecture IoT programming for physical prototyping on open hardware boards; Lead pervasive design activities in class.

Information Visualization - SI649: Lead in-class discussions, assist teaching programming visualizations in Grammar of Graphic and D3.js.

HCI Research Intern | Alibaba, California 2018. 5 - 9

Designed mid-air 3D interactions; Partnered with researcher scientists, prototyped stereoscopic display on C# Unity, bare-hand interactions with Leap Motion gesture control, and haptic feedback.

Conducted user studies to understand intuitive mid-air interaction gestures.

RESEARCH PROJECTS

Voice UX, Chattie 2017. 9 - 2018. 6

Winner in 2018 UXPA Student Design Competition

Designed a voice companion to help language learners to practice conversations.

Conducted user study to understand non-native speaker user needs using voice assistant; composed natural conversation flows with speed dating technique; iterated feature design with wizard-of-oz testing results.

Abusive Behavior Computing, Tweety Holmes 2017. 9 - 2018. 1

Presented in CSCW 2018 Demo

Developed a Chrome Extension to identify abusive user profiles on Twitter.

Utilized the abusive dictionary to detect potentially offensive accounts; designed UI overlay on the Twitter profile, to warn visitors of the abusive account, aiming to reduce online abusive behavior.

EDUCATION

M.S. in Information

University of Michigan | Ann Arbor
2019.4

B.E. in Software Engineering

Tongji University | Shanghai
2015.6

Study Abroad

Uppsala University | Sweden

SKILLS

Programming

React, React Native, Jest
JS, HTML5, CSS3, Less
D3.js, Three.js
Python, C++
Unity

Tools

Sketch, Axure, Invision, Principle
Photoshop, Illustrator, Animate
Arduino, Raspberry Pi
JIRA, Git, Jenkins

UX

Affinity Analysis
Contextual Inquiry
Competitive Analysis
Graphic Design
Personas
Prototyping
Storyboarding
Usability Test
Wireframe
Work Flow

LEADERSHIP

SAP Student Ambassador

The only one in Asia Pacific Area

Design Thinking Workshop Coach

2016-2017 in SAP

Graduate Student Instructor

Lead labs for IoT prototyping