Puhe Liang

Email: puhe@umich.edu
Tel: 630 861 8888
Portfolio: http://liangpuhe.com

Professional Experience

Developer, UX Advocate | SAP Shanghai Labs   2014. 7 - 2017. 8

Designed and delivered enterprise web applications on desktop and mobile devices to facilitate complex supply chain processes in SAP EWM; considered design in warehouse work space with work flows of multiple user roles; visualized data to enable meaningful analysis, improved supervising efficiency of 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.

UX Design Intern | Alibaba, Sunnyvale   2018. 5 - 9

Designed mid-air 3D interface and interactions, tested in levels of fidelities; partnered with engineers, researcher scientists, prototyped stereoscopic display on Unity; integrated design with Leap Motion gestures control and haptic feedback. Conducted three user studies to understand intuitive mid-air interaction gestures, user's perception on 3D depth with and without touches involved.

Graduate Student Instructor | University of Michigan   2018. 9 - present

SI612 - Pervasive Interaction Design: Lecture IoT programming for physical prototyping on open hardware boards; Lead pervasive design activities in class. SI649 - Information Visualization: Lead discuss sessions, assist teaching programming visualizations in grammar of graphic and D3.js.

UX Projects

Voice UX, Chattie   2017. 9 - 2018. 6
Winner in 2018 UXPA Student Design Competition

Designed voice-based companion for practicing conversations in new languages. Conducted user study to understand the needs in language learning and non-native speaker user using voice assitant; used speed-dating to compose natural conversation flows, aiming to engage users in the learning features; iterated feature design with wizard-of-oz testing results.

Social AR Prototype, Duudo   2018.9 - 12

Designed social doodle app, encourage collaborative doodle on 3D physical objects recognized by AR camera; conducted interviews, cultural probe for social feature design; investigated web AR capability to transform design to workable prototype.

Social Computing, Tweety Holmes   2017. 9 - 2018. 1
Presented in CSCW 2018 Demo

Developed a Chrome Extension to identify abusive user profile on Twitter. Utilized the abusive dictionary to detect potentially offensive accounts; designed a new UI module overlaying on the Twitter profile, to warn visitors of the abusive account with conclusive information, aiming to reduce online abusive behavior.

Handsfree Human-robot Interaction, EyeU   2018. 7 - 2018. 10
Finalist in 2018 UIST Student Innovation Contest

Built an Mblock robot controlled by gaze, designed visual cues to support natural eye interactions; implemented ARKit2 App to retrieve gaze directions on iPhone depth camera.

System Consultant, Gifts of Art | Michigan Medicine   2017. 9 – 12

Introduced a digital-paper hybrid design solution for art inventory management team; conducted affinity analysis, created user journey, coded five interviews with manager, regular workers, and volunteers.

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
2014. 1 – 2014. 6

Skills

Tools
Sketch
Axure, Invision, Principle
Photoshop, Illustrator, Animate
Arduino, Raspberry Pi
Angular.js, D3.js, AFrame.js

UX
Affinity Analysis
Contextual Inquiry
Competitive Analysis
Conversational Design
Graphic Design
Information Architecture
Personas
Prototyping
Storyboarding
Usability Test
Wireframe
Work Flow

Programming
Javascript , HTML5, CSS3
Python, C++
Unity

Leadership

SAP Student Ambassador
The only one in Asia Pacific Area

Vice president of Dongli Drama
First Prize in Drama Festival 2014

Graduate Student Instructor
Lead labs for IoT prototyping

Design Thinking Workshop Coach
2016-2017 in SAP