Puhe Liang

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PROFESSIONAL EXPERIENCE

UX Engineer | Appian, Virginia   2019. 6 - present

Design, prototype and develop configurable UI components in React and React Native; Implement accessibility features; Create Jest unit tests.

Collaborate with product manager, designer, design and test component configuration experience on low-code enterprise platform.

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

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

Visualized data in charts and diagrams 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.

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

Designed mid-air 3D interactions; partnered with engineers, researcher scientists, prototyped stereoscopic display on C# Unity, bare-hand interactions with Leap Motion gesture 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 - 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 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 non-native speaker user using voice assitant; compose 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 profile 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.

Health App Design, EatJoy   2018. 9 - 12

Designed a mobile app to raise consciouness in emotional eating; conducted quantatitive and qulitative research to understand the emotion changes; applied Behavior Changing Techniques in intervention design.

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

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

Programming
React, React Native
JS, HTML5, CSS3, Less
D3.js, AFrame.js
Python, C++
Unity

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

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