

Puhe Liang

Education

M.S. in School of Information

University of Michigan | *Ann Arbor*
GPA 3.94
2019.4

B.E in Software Engineering

Tongji University | *Shanghai*
2015.6

Exchange in Software Engineer

Uppsala University | *Sweden*
2014. 1 – 2014. 6

Skill

UX

Contextual Inquiry
Competitive Analysis
Graphic Design
Personas
Storyboarding
Product Management
Wireframe
Prototyping

Programming

Javascript • • • • •
HTML5/CSS3 • • • • •
Python • • • • •
C++ • • • • •

Software

Git • • • • •
Sketch • • • • •
Axure • • • • •
Photoshop • • •
Raspberry Pi • • •

Honor

Tongji University scholarship

2013, Social Contribution Scholarship
2014, Study Scholarship

SAP Student Ambassador

The merely one in Asia Pacific Area
2014-2015

First Prize in Drama Festival

Vice president of Dongli Drama
2014

Working Experience

Developer | *SAP Headquarter & Shanghai Labs*

2014.7 – 2017.8

- Worked with product owner, designed workflow and conducted user testing for SAP EWM web application
- Designed and visualized warehouse task data from HANA cloud database, improved supervising efficiency of warehouse process; interviewed and discovered needs in warehouse workspace
- Developed handheld device RF (Radio Frequency) for warehouse task operation via ABAP; prototyped on Raspberry Pi
- Worked as scrum master in IoT Challenge, won the global second prize, facilitated team communication, coordinated with external stakeholders

Research Assistant | *Information Interaction Lab*

2017.11 – present

- Building an AR driving simulator via AFrame

HCI Engineer | *CDI Design Lab*

2014.1 – 2014.5

- Collaborated with designers and hardware engineers, researched, designed, developed web application for enlighten toys
- Conducted needs assessment of four user roles, developed a Java-based reservation system for media laboratory and smart devices, implemented booking and control

UX Projects

UX Consultant: Gifts of Art, Michigan Medicine

2017. 9 – 12

- Understood and scoped the art archiving needs of the manager, regular workers and volunteers
- Interviewed and interpreted notes with onsite users, created affinity wall and work models; proposed digital system design and interaction recommendations

Interaction Design: Co-Express Dispatcher

2017. 9 – 12

- Prototyped an express dispatcher tool, tackling the problem in apartment express searching, by stranger collaboration
- Framed design problem, conducted competitive analysis, created storyboard and personas, interviewed users

CHI Design Competition: StoveSide Engaging Remote Family

2017. 9 – 2018. 1

- Explored interaction possibilities to engage remote family members via family dish recreation activity
- Did qualitative user research on food preparing activities, intra-family online communication, and technology using conditions; Defined the problem, designed computer supported collaborative experience