

Puhe Liang

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PROFESSIONAL EXPERIENCE

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 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 interactions; partnered with engineers, researcher scientists, prototyped stereoscopic display on Unity; integrated design with Leap Motion gesture control and haptic feedback.

Conducted 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

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

Health App Design, EatJoy 2018. 9 - 12

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

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 assistant; compose natural conversation flows with speed dating technique; iterated feature design with wizard-of-oz testing results.

Social Doodle AR, 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 features

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.

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

Tools

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

UX

Affinity Analysis
Contextual Inquiry
Competitive Analysis
Conversational Design
Graphic Design
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

Design Thinking Workshop Coach
2016-2017 in SAP

Graduate Student Instructor
Lead labs for IoT prototyping