

# Puhe Liang

liangpuhe@icloud.com  
+1 630 861 8888  
<http://liangpuhe.github.io>

## PROFESSIONAL EXPERIENCE

### UX Engineer | Appian, Virginia 2019. 6 - present

Style configurable UI componenets in Less; Deliver production code in React and React Native and create Jest tests for interactive features; Take ownership of browser compatibility and web accessibility across Appian product.

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

Develop and push ideas of enhancing design system, aiming to improve limpidity and overall visual experience of Appian product served as complex technical tool.

### 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 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 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.

## RESEARCH 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 of non-native speaker user using voice assitant; 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 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

### 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

### 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