Chenyang Lu

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EXPERIENCE

Director, Delos, 01/2020 - Present

UX Lead

- Led a 6 people team to develop product storyboard, wireframe, prototypes, and validation and delivered UX epics in 15+ products including the web/mobile/tablet app, connected hardware application, and smart home system crossing residential, commercial, and hotel business lines. The star product DARWIN has been awarded as the winner of the CE Pro BEST (Best Electronics Systems Technologies) @CEDIA Expo, 2019.
- Created an internal user testing tool in one month to accelerate the user study process by streamlining data collection, automating analytics, and visualizing survey results. The internal tool saved 2 FTE per study compared with the previous process.
- Organized 50+ workshops with stakeholders both internally and externally; translated target users' needs and business requirements into product UX requirements. Led the competitor studies, covering 50+ smart home competitors' products regarding design, goals, and user behaviors. The insights gained from the studies supported the prioritization of UX related features of the DARWIN system.
- Mentored 8 company interns and helped 5 of them to receive return offers.

Senior Associate, Delos, 02/2017 - 12/2019

Product and UX designer

- Initiated the first user research process while Delos pivoted to a product-centric company, including 6 systematic user surveys, 10+ A/B testing, and 500+ in-depth user interviews for existing and new products. The study results shaped a user-centric product roadmap.
- Co-designed a testing platform (DARWINX) to deploy innovative features paralleled to the product roadmap; created a power user program to expand DARWINX from one main site in the New York office to 20+ homes across the country.
- Co-developed multiple algorithms for smart home activities including air remediation, sleep, relaxation, stress reduction, work from home, etc. which use dynamic temperature, lighting, and behavior intervention. 5+ patent applications had been filed. The algorithms had been implemented in multiple product lines.

Building Technology Consultant

- Managed the design and construction project of Well Living Lab (China), The project tasks were 100% completed ahead of the schedule.
- Performed human comfort simulation, lighting simulation, CFD simulation, and environmental analysis for multiple projects. The results generated 8 country consulting reports and generated 160k revenue.

- Co-developed a systematic guidebook for indoor environmental sensors (temperature, humidity, air quality, illumination, and sound level) placement for office buildings. The deliverable has been patented and fully applied in [International WELL building Standard V2](#) and applied in 3457 projects over 416 million square feet.

Junior Architect, StudioTEKA, New York, US 10/2015 - 02/2017

Designer and Technology Consultant

- Supported design teams through all phases of the project to quantify the impact of high-performance building strategies through 10+ climate analysis and 10+ daylighting simulation.
- Worked closely with clients, architects, and engineers on the schematic design, design development, financial analysis, social and cultural studies of projects with different scales in the US and Costa Rica.
- Improved the [company website](#) to enhance usability and reader experience.
- Collaborated with architects and designers to visualize design solutions to propose profound adaptability and possibilities of architecture design to meet environmental challenges in the future. Those solutions had been collected and published in the book, [2100: A Dystopian Utopia](#).

EDUCATION

Master of Science in Computer Science (Candidate 2021)
Georgia Institute of Technology, College of Computing, online, 09/ 2018 - Present

- Specialized in interactive intelligence, data analysis, and data visualization

Master of Environmental Building Design
The University of Pennsylvania, School of Design, Philadelphia, PA, USA, 08/ 2014 - 05/2015

- Awarded the Top 1 Student Scholarship
- Specialized in energy-efficient design, human-centered design, and human-building interaction design and building performance simulation.

Bachelor of Architecture
Chang'an University, School of Architecture, Xi'an, Shaan Xi, China, 09/2009 - 06/2014

- Awarded the Top 1 Student Scholarship at Chang'an University

Study Abroad Program
Griffith University, Australia, Summer School, 06/2012 - 08/2012

- Specialized in visual technology and modern art

SKILLS

Design: Persona/Storyboarding/Wireframing/Prototyping/3D modeling/Rendering/Motion design

Research: Interview/Survey/Data analysis/Contextual inquiry/Cognitive walkthrough/Market research

Programming: HTML/CSS /JavaScript/Python/Java/PHP/SQL

Tools: Figma/Sketch/InVision/Illustrator/Photoshop/After Effect/Adobe XD/InDesign