

CHENYANG LU

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EXPERIENCE

Director, Delos, 01/2020 - Present

UX Lead

- Led a 6-people UX team to drive the design of multiple products from the initial concept through the final implementation. Products include 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](#).
- Organized 20+ stakeholder workshops internally and externally to prioritize product features and conceptualize new initiatives.
- Translated customer feedback, market analysis, usability studies, technical constraints, and business requirements into UX concepts and solutions.
- Created an internal user testing tool to accelerate the user study process by streamlining data collection, automating analytics, and visualizing study results. The internal tool saved 2 FTE per study compared with the previous process.

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 200+ in-depth user interviews for existing and new products. The study results shaped a user-centric product roadmap.
- Co-designed a testing platform ([DARWIN X](#)) to deploy innovative algorithms paralleled to the product roadmap; created a power user program to expand DARWIN X from one main site to 20+ homes across the country.
- Work closely with product managers, developers, researchers to design and develop product storyboards, wireframes, design mockups, and multimodel prototypes.
- Co-developed multiple algorithms for smart home experience 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 of [Well Living Lab \(China\)](#), with project tasks 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 placement. The deliverable has been patented, fully applied in [International WELL Building Standard V2](#) and 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 by providing high-performance building design strategies, 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 using WordPress.
- Collaborated with architects and designers to propose cutting-edge architectural solutions under the 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 high-performance and human-centric building design

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 interactive art

SKILLS

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

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

Development: HTML/CSS /JavaScript/Python/Java/PHP/SQL/AWS/Azure

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