

# LUCY YIP

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I am a hybrid UX design + UX engineer currently at IBM Research focusing on designing for object-space interactive empathy, accessibility and data-visualization across different domains and platforms. I'm looking for mid-senior / senior positions in either UX Design or UX Engineering.

A. Sep. 2018 - Dec. 2019  
**Harvard University**  
**Graduate School of Design**  
Master in Design Studies  
Concentration: Technology

B. Sep. 2014 - Dec. 2017  
**Rhode Island**  
**School of Design**  
Bachelor of Fine Arts  
Major in Industrial Design  
2 Minors in C.S. and Humanities

## UX Design Skills

Skilled in Sketch/Invision and Figma + Qualitative and Quantitative research methods. Familiar with multiple libraries common design practices (industry standard, accessibility, etc.). Experience in designing for both GUI and non-GUI (command-line tools) for different target users. Has designed under B2B/SaaS/B2C context.

## UX Engineering Skills

Confident in HTML/CSS/JavaScript and React.js/Vue.js frameworks. Experience in visualization using D3/Vega. Basic python skill for Flask / RESTApi / Jupyter. Working knowledge of common command-line tools, Docker/Kubernetes, etc.

Additional skills: hardware (mechanical and electrical engineering) experience; bilingual; expert plant & cat mom.

2021

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1. Mar. 2020 - present

**IBM Research** Cambridge, MA

**Senior UX Design Engineer at MIT-IBM Watson AI Lab**

- Lead UX designer + Front-end development engineer at MIT-IBM Lab
- Design and build all visual client-facing prototypes for IBM Research Cambridge using mixture of Figma, Invision, HTML/CSS/JavaScript, React.js frameworks, Flask/RESTApi and Docker
- Designed and Built visualizations using D3/Vega for Project Demos
- Assisted with creating and deploying applications using Docker
- Created libraries and templates for the lab's jupyterhub environment
- Work with Research PM on improving client engagement strategies
- Lead the lab's user experience system development for research-client outputs and jupyterhub engagement.

2020

2

2. Jun. 2019 - Aug. 2019

**Microsoft Research** Redmond, WA

**Research Intern at MSR-HCI Group and M365**

- Joint summer internship with Experiences + Devices and Microsoft Research's EPIC-HCI Group (Experiences, Perception, Interaction and Cognition) on tangible interface feedback research
- Sole designer & core analytics and development for data-visualization project for Microsoft 365 customer data analytics. Project is currently being used by M365's customer engagement plan.
- Designer for agile interaction and feedback research project (CHI publication pending)

2019

3

3. Sep. 2018 - Dec. 2018

**BrainCo** Somerville, MA

**Visual Designer (Part Time) at Focus App Group**

- Focus-App UX prototyping and UI design and development for v2 app: Designed 2 new features and build a UI components library.
- Co-responsible for communication, marketing & publication design

2018

5

4. Feb. 2018 - Aug. 2018

**Tomorrow Lab** New York, NY

**Designer at Product Designer Department**

- Led design iteration and prototyping during product development phase for smart-textiles client and dental product client, and AR experience design project with National Geographic.
- Created content and led UX workshop for business clients such as Mastercard and Metalsa.

2017

7

2016

8

5. Jun. 2017 - Aug. 2017

**Research Intern at Autodesk BUILDSpace Boston**

6. Feb. 2017 - May. 2017

**UI/UX & Product Designer at Giaran**

7. Jun. 2016 - Aug. 2016

**Design Intern at Design Affairs**

8. Jun. 2015 - Aug. 2015

**Instructor / Teaching Assistant at RISD Continued Education**

2015