LUCY YIP

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lyipart@gmail.com

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.

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 mixutre of Figma, Invision, HTML/CSS/JQuery, 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.

A. Sep. 2018 - Dec. 2019

A

2020

Harvard University Graduate School of Design

Master in Design Studies
Concentration: Technology

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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 angible interaction and feedback research project (CHI publication pending)

2019

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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

B

2018

3. Sep. 2018 - Dec. 2018

BrainCo Somerville, MA

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

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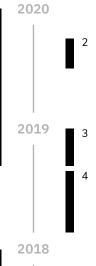- Co-responsible for communication, marketing & publication design
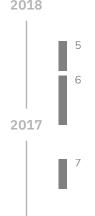
UX Design Skills

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.

2017

4. Feb. 2018 - Aug. 2018

Tomorrow Lab New York, NY

Designer at **Product Designer Department**

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- 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.

UX Engineering Skills

Confident in HTML/CSS/JQuery 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.

2016

5. Jun. 2017 - Aug. 2017

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Research Intern at **Autodesk BUILDSpace Boston**

6. Feb. 2017 - May. 2017

UIUX & Product Designer at **Giaran**

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

7. Jun. 2016 - Aug. 2016

Design Intern at **Design Affairs**

2015

8. Jun. 2015 - Aug. 2015

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