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EDUCATION

Carnegie Mellon University

2016-Present

M.S. Human-Computer Interaction
Institute (3.93/4.0)

Tsinghua University

2013-2016

M.A. in Product Design
School of Fine Art and Design

Peking University

2009-2013

B.S. in Psychology
School of Psychological and
Cognitive Science

RELEVANT COURSES

User - Centered Research
Interaction Design Studio
Industrial Design
Service Design
Experiment Design
Practical Data Science
Interactive Data Science

AWARD

Star of Tomorrow Award
@Microsoft Research Asia
for excellence in HCI research

SKILL

Research and Analytics

Experiment Design
Cognitive Task Analysis
Interviews and Surveys
Usability Testing
Data Mining & Modeling
SPSS | MatLab | Python | Weka

Design

Human-Centered Design
Rapid Prototyping
Sketching & Illustration
Photoshop CS6 | Illustrator
InDesign | Sketch 3

Tianxin YU

UX RESEARCHER & DATA DRIVEN DESIGN

RESEARCH EXPERIENCE

Human Perception Research @ Peking University

Part-time Research Assistant at Motor Control and Virtual Reality Lab

2013-2016

- Built sensory substitution system to help studies on haptic illusions for potential applications in Virtual Reality and Embedded Cognition.
- Studied Tactile and Multi-Sensory Perception: Conducted experiments on vibrotactile perception, derived psychometric functions.

HCI Research @ Microsoft Research Asia (MSRA)

Full-time Research intern at the Human - Computer Interaction Group

2014

- Assisted projects in MSRA for user study design and data analysis.
- Applied psychophysical studies to support tangible interaction.
- Designed haptic rendering algorithms for an electronic static device, compared and evaluated different perception models.
- Cooperated with engineers to design eye-free interaction interface.

PROJECTS

2015- present

UX Researcher | uReveal: Data Mining for Researchers

- Applied Human-Centered Research and Design methods to help a data mining company make products more user friendly.

Product Designer | Tune: Motor Skill Trainings for Blind Children

- Used auditory and haptic feedback to help blind children improve motor skills during their critical development period.
- Used psychophysical studies to write design guidelines for tangible interaction with haptic / tactile feedback.

Service Designer | e-THU: A Information Platform for Students

- Applied service design methodologies to improve learning experiences for college students at Tsinghua University.
- Aimed to ease network congestion and encourage information sharing by increasing Intra-Net and Ipv6 utilization with interaction design.

UX Evaluation Tool Developer | Color and Material Perception

- Designed and coded a user experience toolbox on sensory and emotional feedback.

UX Researcher | Boeing China: Experience In New Airplane Interior Model

- Designed In-depth Interviews, Focus Groups and Survey Questionnaires on user experience and interior design for new airplane models. Wrote report for Boeing America.

SOCIAL WORK & LEADERSHIP

Leader of Love Heart Library

2010 – 2015

- In charge of the biggest university student society in China.
- Raised over 300,000RMB (\$ 45,000) in donations to build 37 libraries in Shandong Taian, Henan "AIDS Village" and Heibei Province.

Founder of LanTian (Blue Sky) Volunteer Teaching

2009-2016

- A Teaching program for migrate students in Beijing suburb.