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Tianxin YU

UX RESEARCHER & DESIGNER

EDUCATION

Carnegie Mellon University
2016.8-2017.8
M.S. **Human-Computer Interaction** Institute (GPA: 3.93)

Tsinghua University
2013.9-2016.6
M.A. in **Product Design**, Department of Industrial Design

Peking University
2009.9-2014.6
B.S. in **Psychology**, School of Psychological and Cognitive Science

B.A. (double degree) in Art Studies, School of Arts

RELEVANT COURSES

User-Centered Research
Interaction Design Studio
Product Design and Strategy
Service Design
e-Learning Design
Experiment Design
Practical Data Science
Applied Machine Learning

SKILL

Research
Cognitive Task Analysis
Human-Centered Research
Usability Test
Experiment Design
Data Mining

Design & Prototype
Sketch, Illustrator, Photoshop
Principle, InVision

Analysis
SPSS, MatLab, Python, Weka

AWARD

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

EXPERIENCE

Microsoft Research (Asia) | Human Computer Interaction Group, Intern
2013-2014 Winner of "Star of Tomorrow" Award
· Designed tangible interface and haptic rendering algorithm for mobile devices, compared and evaluated different perception models.
· Assisted multiple projects in MSRA for user study and data analysis.
· Cooperated with engineers to implement eye-free interaction experience for mobile devices.

Peking University | Lab of Motor Control & Virtual Reality, Research Assistant
2012-2013, 2014-2015
· Worked on the interaction design of a multi-joint intelligent prosthesis based on biological signals.
· Designed a sensory substitution system which converted environment information into sensory signals to improve amputees' rehabilitation.
· Studied tactile and haptic illusions for potential applications in Virtual Reality and Embedded Cognition.

PROJECTS

UX Researcher | Renaissance Learning (CMU Capstone)
· Applied Human-centered research, learning sciences, and design methods to empower teachers to use students' data for decision making.

Product Designer | Motor Skill Training for Blind Children (Independent Work)
· Designed a product to improve the motor skill training experience and accessibility for blind children.
· Used smartphone sensor, auditory and haptic feedback to increase the effectiveness of motor skill training for blind children.
· Wrote design guidelines for tangible interaction with haptic / tactile feedback.

UX Researcher | Donating Behavior on Social Networking (CMU Project)
· Designed and conducted experiments on users' donating behavior on online knowledge communities and how it could be affected by social interactions.
· Wrote integration design guidelines for donation features on online communities.

Analyst and Developer | Data Mining on Student Campus Life (CMU Project)
· Used statistical and machine learning methods to uncover students' behavior patterns from large-scale datasets. Focused on lifestyles and stress coping.
· Used interactive data visualizations to communicate analysis results.

Service Designer | An Information Platform for Students (THU Project)
· Applied service design methodologies to improve learning experiences and encourage information sharing for college students at Tsinghua University.

SOCIAL WORK

Charitable Projects and Leadership
2009-2015
· Executive Vice chair of PKU Loving Heart Society, which is the first and biggest student volunteer organization in China.
· Leader of Love Heart Library projects. Built more than 30 libraries in China.
· Founder of LanTian (Blue Sky) volunteer teaching program for migrant students. Leader of several summer volunteer teaching programs and field studies.