Yunqi **Hu (Victor)**

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412.378.8755

UX Designer/Prototyper
Web - Mobile - VR/AR

Education

University of Michigan   Ann Arbor, MI
M.S. in Information   09.2015 - 04.2017
Human-Computer Interaction

Carnegie Mellon University   Pittsburgh, PA
Visiting Scholar   09.2014 - 03.2015
Research on Computer Vision

Chongqing Univ. of Posts and Telecom   China
B.E. in Electronics   09.2011- 06.2015
Rank: **1/310**

UX Methods

User Research
Wire-framing
Storyboarding
Persona & Scenarios
Contextual Inquiry
Usability Test

VR Platform Experience

Google Cardboard/Daydream
Samsung Gear VR
Oculus Rift
Web VR

Prototyping Tools

------2D ------

Sketch 4
Photoshop
Illustrator
After Effects

---- VR/AR ----

Unity
Aframe
Vuforia
Blender
Unreal Engine 4

Programming

C/C#
JavaScript
Python
PHP

Experience

UX Designer (Virtual Reality) - **Immerex**   09.2016 - 01.2017
Santa Clara, CA
- Designed the principal information architecture, interaction flow and user interface for the company's VR interaction system
- Developed high-fidelity prototype using Unity
- Collaborated with software team to implement the system to the hardware platform
- Provided UX support for the VR controller design

UX Design Intern (Virtual Reality) - **Jaunt VR**   05.2016 - 08.2016
Palo Alto, CA
- Worked closely with 3D artists, animation artists and product manager to design new features for the company's VR application
- Developed high level user stories and scenarios based on user data
- Developed high-fidelity interactive prototype using Unity Game Engine
- Designed the company's new platform from ideation to high-fidelity prototype

UX Designer - **IntraFace**   12.2014 - 03.2015
Pittsburgh, PA
- Collaborated with the project supervisor, algorithm researchers and developers from ideation to product development
- Conducted user research including user interviews and observations
- Designed two web-based applications for real-time human facial information analysis and modification

Research Associate (AI) - **Carnegie Mellon Univ.**   09.2014 - 03.2015
Pittsburgh, PA
- Improved performance of algorithms for facial information analysis using signal processing methods
- Implemented and evaluated different algorithms for human gazing tracking

Co-Founder/Product Designer - **Observer**   07.2013 - 06.2014
Chongqing, China
- Designed an intelligent surveillance software to analyze customer behavior in shopping malls
- Developed algorithms for several principal features
- Raised seed funding of **$15,000** from venture capital

Research Associate (AI) - **CQUPT**   05.2013 - 03.2014
Chongqing, China
- Researched on the mathematical model for human visual processing
- Researched on using BP neural network to simulate the information acquisition of human visual system
- Proposed an image enhancement algorithm based on fuzzy clustering segmentation and published on IEEE conference