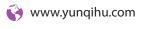
Yunqi Hu (Victor)

UX Designer/Prototyper

Web - Mobile - VR/AR







Education

University of MichiganAnn Arbor, MIM.S. in Information09.2015 - 04.2017Human-Computer Interaction

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

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

DI. . . I.

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 (Al) - 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

Chongging, 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

Chongging, 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