

HAN (HANNE) YANG

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EDUCATION

University of Michigan, School of Information

Master of Science in Information

04/2019 | Ann Arbor, MI

Specializing in UX Research and Design

Tongji University, School of Software Engineering

Bachelor of Science in Software Engineering

09/2010 - 07/2014 | Shanghai

Specializing in Media Arts and Science

WORK EXPERIENCES

Mobsting - UI/UX Designer | 05/2017 - 06/2017 | Chengdu

Designed the Mobsting Moment, a slow-motion video editing application, creating prototypes as well as visual mockups.

Designed the Mobsting App, a interactive video sharing platform, creating prototypes, visual mockups and the product homepage.

Completed the branding design, including the company's logo, branding image illustrations, promotion videos and app icons.

Active Network - Visual Designer | 04/2015 - 05/2016 | Chengdu

Designed ACTIVE's online sports management tool LeagueOne, maximizing product experiences, consistency and usability with interaction designers.

Customized the design of responsive web templates for clients in government, education, sports and other industries.

Participated in agile methodologies (JIRA), collaborating with stakeholders from PM, Front-end, Back-end to QA.

Nahan Tech - UI/UX Designer | 03/2014 - 03/2015 | Chengdu

Administered multiple customer projects, providing visual and interactive design solutions including stock trading, children care, crowd funding etc.

Strengthened the skill concentrations on web and mobile app designs, wireframing and prototyping.

Lenovo - Product Manager Intern | 08/2013 - 11/2013 | Chengdu

Assisted product manager to optimize Lenovo application store search engine, analyzed user preference data, and improved the daily application ranking.

LEADERSHIP

ACTIVE Design Workshops

04/2015 - 05/2016 | Chengdu

Attended 3 workshops with 30 participants, collaborating with designers, FEEs and BAs from China and the U.S. to provide innovative solutions.

Designed mock-ups interface, refined low-fi wireframes, built user stories, workflow, and acceptance criteria etc.

Michelin Bibendum Hackathon

11/2014 | Chengdu

Awarded 1st prize among 13 teams

Designed BIKING mobile app to promote healthy cycling, making it fun as a game.

Wrote requirements and function mapping documentation, built a runnable mock-up alongside a team in 48 hours, and represented the team at the final presentation.

SKILLS

Design

Sketching & Prototyping

Personas & Scenarios

Storyboarding & Visioning

Tools

Photoshop & Illustrator

Sketch & Axure

After Effect & Premier

Programming

Python

HTML5/CSS3 & JavaScript

C++ & C#