Jing You

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Research

Survey · Diary Study · Interview · Contextual Inquiry · Journey Maps · User Story Maps · Persona · Card Sorting · Affinity Diagram · Competitive Analysis · Task Analysis · Co-design Workshop · Usability Testing · Statistical Analysis

Design

Wireframes · Storyboards · Prototyping · Sketching · Ideation · Iterating

Tools

Sketch · Photoshop · Illustrator · Adobe XD · InDesign · InVision · CogTool · R Studio · Unity

Technologies

HTML · CSS · JavaScript · C# · Java · Swift · Python · AngularJS · Ionic · SQL · Gulp

Interests

Game Design · Illustration

EDUCATION

M.S. Human Computer Interaction Design, Indiana University Bloomington
May 2020 | Bloomington, IN
GPA 4.0/4.0

B.S. Computer Science, National University of Singapore
May 2018 | Singapore
Minored in Interactive Media Development
GPA 4.6 / 5.0, Honours Degree (Highest Distinction)

Exchange in Computer Science, Uppsala University
Jun 2017 | Uppsala, Sweden

PROJECTS

Product Designer, Echoes | CHI Student Design Competition 2019
Oct - Dec 2018 | Bloomington, IN
- Collaboratively designed a **feeling-centered music feedback sharing platform** that promotes thoughtful feedback among listeners and facilitates meaningful listener-musician interactions.
- Conducted observation, interviews, and participatory design workshops to analyze the musician-listener relationship and envision desired communication channels with the both groups.

HCI Researcher & Mobile App Designer, KeepWalking
Aug 2017 - Apr 2018 | Singapore
- Conducted literature reviews and performed analysis on over 10,000 Singaporean citizens' walking step data to design fitness persuasive technologies based on data-driven insights.
- Designed and developed a hybrid **mobile persuasive system** for physical activity promotion.
- Led 2 field studies to examine users' walking behavior changes and to evaluate the design feasibility of the mobile application.

iOS Designer & Developer, FitMi
Sep - Nov 2016 | Singapore
- Designed the interface, interaction, and graphics for a **gamified fitness mobile application**, and conducted usability testing for evaluations and improvements over 3 iterations.
- Worked in a team of 4 to rapidly develop and launch the iOS application.
- Designed marketing events and materials, and reached over 1,000 users in a month.

EXPERIENCE

Associate Instructor, Indiana University Bloomington
Aug 2018 - Present | Bloomington, IN
- Assisting the lecturer of **Interaction Design** to prepare instructional materials and grade student design projects.
- Conducting design critique sessions among students and leading group discussions.

Front-End Web Developer & Designer Intern, Gametize Pte Ltd
May - Aug 2016 | Singapore
- Developed the new Gametize web application using Angular2 framework.
- Cooperated with the business team and design team to design and develop customized websites for clients.

Publicity Director & Design Lead, National University of Singapore
Aug 2015 - May 2016 | Singapore
- Led publicity activities in the Student Union in over 10 campus events to promote student welfare and designed publicity materials such as posters and banners for events.
- Mentored and coordinated a team of over 10 student designers.
- Conducted user surveys on campus to improve student services.