Yuanyuan Hu

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A passionate **user experience designer** and **team player** who brings technologies from the lab to everyday life to build a desirable future for all.

PROFESSIONAL EXPERIENCE

UX Design Intern, Narrative Science | 08/2020 - Present | Chicago, IL |

Designing the onboarding experience of Lexio - a B2B data storytelling product.
○ Developing the journey map, concepts, and interaction designs to increase adoption;
○ Synthesizing user research and facilitating discussions to inform the roadmap.

Research & Design Intern, Nokia | 06/2020 - 08/2020 | Naperville, IL |

Led the research and created a new SaaS concept for future portfolio consideration.
○ Initiated user research and competitive analysis to find product opportunities;
○ Facilitated design in an interdisciplinary team to develop a new product concept;
○ This concept was recognized by senior executives and moved for further validation.

UX Design Intern, Nokia | 06/2019 - 08/2019 | Naperville, IL |

Designed the system to support the digital transformation of service providers.
○ Co-created ideas with executives, and developed three distinct product concepts;
○ Designed user flows, information architecture, and UI, presented with user journeys;
○ These concepts have evolved into a key product of Nokia Software.

Product Manager, Yofish Fintech | 03/2018 - 08/2018 | Shanghai |

Built a new version of the lottery purchasing APP for the younger generations.
○ Prioritized requirements from the business, user, and technology perspectives;
○ Designed information architectures and interactions, leveraging reusable modules;
○ Iterated product requirement documents and coordinated design and development.

Research Assistant, Tongji University | 07/2017 - 03/2018 | Shanghai |

Intel - research on human-robot interaction and smart interaction
○ Designed and conducted field trials for new robotic technologies;
○ Researched interaction design for adaptive learning robotic systems.

Huawei - user intention prediction model for proactive human-machine interface
○ Categorized scenarios and functions by the content needs and design patterns;
○ Developed interaction frameworks and prediction models with computer scientists;
○ Suggested use cases, highlighting data-gathering approaches.

PROJECTS

UX Designer, Fidelity Investments Project | 01/2020 - 05/2020 | Chicago, IL |

Designed a platform to facilitate interactions between Fidelity and gig-economy workers.
○ Identified job to be done of gig workers and the value that Fidelity could provide;
○ Created an end to end experience for Fidelity to meet customers in their needs.

Service Designer, City Clerk Chicago Project | 08/2019 - 12/2019 | Chicago, IL |

Designed a service that enables residents to take initiatives in non-moving violations.
○ Understood stakeholders' needs; identified trust and communication issues;
○ Proposed a fairer post-violation solution illustrated by prototypes and a service blueprint;
○ Honored by Fast Company's 2020 Innovation by Design Awards.

EDUCATION

Illinois Institute of Technology
Master of Design,
Human-Computer Interaction
GPA: 3.86
08/2018 - 12/2020

Tongji University
Bachelor of Engineering,
Industrial Design
09/2014 - 07/2018

SKILLS

User-centered Design

Design Thinking
Stakeholder Interview
Heuristic Evaluation
Usability Test
Workshop Facilitation

Interaction Design

User Flow
Information Architecture
Wireframe
UI Design
Sketch & InVision & Principle
Figma & Adobe XD

Other Skills

HTML & CSS & JavaScript
Adobe Premiere Pro
Adobe Illustrator
Data Visualization

AWARDS

Fast Company's 2020
Innovation by Design Awards
Students Category Finalist

China-US Young Maker
Competition (2017)
Second Prize

Design Shanghai Exhibition
(2016) Outstanding Participants