Yuanyuan Hu

User Experience Design & Human-Computer Interaction

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EXPERIENCE

UX Design Intern   JUNE 2019 - AUGUST 2019
Solution Engineering, Nokia of America   NAPERVILLE, IL

- Worked on the design of the next generation decision supporting system for Telecommunication Service Provider;
- Generated and developed concepts based on previous research, and 2-days co-design workshop with executives;
- Explored three distinct directions by storyboarding, prototyping, and iterating based on company-wide feedback;
- Proposed potential design solutions illustrated by user interface prototypes, which represent main user flows, information architecture, and main features.

Product Manager   MARCH 2018 - AUGUST 2018
CaiYi Information Technology   SHANGHAI

- Worked on "Small tool" function and simplified version of a mobile APP;
- Collected the demand from stakeholders, and conducted competitive research and user research;
- Defined the function, information architecture, and the wireframe, then delivered the product requirement documents;
- Communicated within the group, followed up process, revising the revising documents with UI designer and developer.

Research Assistant   JULY 2017 - FEBRUARY 2018
Center for Digital Innovation, Tongji University   SHANGHAI

Field Trial of Robotic Technologies, with Intel
- Defined the objective, execution procedure, data to collect;
- Designed scenario and interaction script based on objectives;
- Conducted the field trial, and collected data.

Interaction Design for Adaptive Learning System, with Intel
- Developed interaction framework for Speech UI based on Personal Knowledge Graph.

User intent prediction model in proactive HMI, with Huawei
- Analyzed user behavior and habits, then sorted out related scenarios and functions;
- Developed interaction mechanism and functional framework, optimized prediction model with computer scientists;
- Delivered a series of models for intent prediction, with design suggestions including design principles and use cases.

PROJECTS

Healthcare Robot Design and Development   2017
- Addressed information asymmetry and patients' emotions;
- Won second prize China-Us Young Maker Competition;
- Cooperated with GlobalHealthUSA for productization.

"Fight for Rhino" Public Welfare Program, with PPF   2016
- Designed and developed an immersive RPG game for raising awareness of rhino protection, then Issued this game in 66rpg.com;
- Conducted online and offline events to promote the game and rhino protection.

EDUCATION

MDes in HCI
Illinois Institute of Technology
AUGUST 2018 - DECEMBER 2020
CHICAGO

BE in Industrial Design
Tongji University
SEPTEMBER 2014 - JULY 2018
SHANGHAI

SKILLS

Research

Stakeholder Interview
Data Literacy
Competitive Analysis
Cultural Probe
Testing

Communication

Insights Framing
Sketching
Diagramming
Persona & Storyboard
Storytelling
Co-design Facilitation

Prototyping

Sketch
Axure
Figma
InVision
Principle
Adobe XD, Ai, Pr, Ps
HTML & CSS
Arduino

AWARDS

Lenovel Technology Ventral Competition
- Top Ten, 2018

China-US Young Maker Competition
- Second Prize, 2017

Design Shanghai Exhibition
- Outstanding Participants, 2016

INTERESTS

Reading, History, Filmmaking, Swimming, Traveling