

Yuanyuan Hu

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User Experience Design & Human-Computer Interaction

EXPERIENCE

Design & Research Intern

JULY 2019 - AUGUST 2019

Solution Engineering, Nokia of America

CHICAGO, IL

- Worked on early-stage defining & exploration of the next generation decision supporting system for Telecommunication Service Provider;
- Conducted industry research and field research, and participated with 2-days co-design workshop with executives;
- Explored potential direction by prototyping, video communicating and iterating based on company-wide feedback.

Product Manager

MARCH 2018 - JULY 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, delivering 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 collecting data.

Interaction Design for Adaptive Learning System, with Intel

- Developed interaction framework for Speech UI based on Personal Knowledge Graph.

User intention prediction model in proactive HMI, with Huawei

- Analyzed user behavior and habits;
- Sorted out and systemized related scenarios and functions;
- Developed interaction mechanism and functional framework, optimized prediction model with computer scientists;
- Delivered a series of models, with design suggestions including design principles, use cases.

PROJECTS

Healthcare Robot Design and Development

2017

- Addressed information asymmetry and patients' emotions;
- Cooperated with GlobalHealthUSA for productization;
- Won second price China-US Young Maker Competition.

"Fight for Rhino" Public Welfare Program, with PPF

2016

- Designed and developed an online RPG game, with key insights of rhino protection integrated into the immersive plot;
- Conducted offline events to popularize rhino protection ideas;
- Issued the game in 66rpg.com, and promoted it on social media.

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
Survey
Case Study
Cultural Probe
Persona Development
Storyboarding
Usability Testing

Prototyping

Sketch
Axure
Figma
Invision
Principle
Adobe XD, Ai, Pr, Ps
HTML & CSS
Pen & Paper

Collaboration

Co-design Facilitation
Design critique Facilitation
Visual Storytelling
Brainstorming

AWARDS

Lenovel Technology Ventral

Competition

- Top Ten, 2018

China-US Young Maker Competition

- Second Price, 2017

Design Shanghai Exhibition

- Outstanding Participants, 2016

INTERESTS

Reading, History, Filmmaking,
Swimming, Traveling