



Yucheng Hang

User Experience Designer

yuchenghang.com

yucheng.hang@uconn.edu

(959) 929-5248

Experience

Graduate Research Assistant | UConn Tech Park Aug 2019 - Present

- Ideated, pitched and executed a complete tour experience to enhance digital experiences for a range of visitors who tour the building.
- Redesigned a series of 18 posters highlighting the state-of-the-art electron microscopy equipment at IPB. Coordinated with staff and researchers to gather content and confirm accuracy of technical details. Accepted feedback through several revisions to arrive at final design satisfying the requests of various stakeholders.
- Responsible for weekly LinkedIn content updates with the theme of 'Art Meets Science'. Create imaginative animated GIFs and illustrations based on microscopy images.

Instructional Design Assistant | UConn CETL May 2020 - Aug 2020

- Designed and developed keep teaching webpages using WordPress.
- Closely collaborate with instructional designers and faculties to design and develop 3 course contents in Blackboard adhere to Quality Matters rubrics and standards for distance learning.
- Initiated and designed iterable banners and icons to improve visual experience and functionality to Blackboard courses.

User Interface Design Intern | Echofa Tech Corp. Jun 2016 - Sep 2016

- Ensure core features shipment under tight timeline by collaborating with the product manager and engineers in an agile workflow.
- Created sketches, wireframes and high-fidelity prototypes of an app to monitor the mold manufacturing progress in real-time for clients.

Projects

User Experience Designer | SPINE-M App Jan 2020 - May 2020

- Conducted heuristic evaluation and collaborated with stakeholders to identify potential usability and design space in current SPINE-M App.
- Led design in refreshing the overall user experience of SPINE-M App by contributing creative solutions for information architecture, user flows and aesthetic interfaces.
- Established the pattern library and style guide with Sketch aligned to the Material Design to maintain a scalable and consistent visual system.
- Planned and conducted usability testings for design iterations.

Interaction Designer | Museum Installation Aug 2019 - Sep 2019

- Integrated and enhanced the physical and digital experience by conceiving the exhibit format and interaction mode of the museum installation. Presented to the museum board of directors and received positive feedback and final sign-off.
- Collaboratively ideated and built the user story script.
- Created 2D assets with illustrator and animated in After Effects.

Education

University of Connecticut

MFA, Digital Media and Design
Concentration: Web and Interactive Media

Aug 2019 - May 2020, GPA: 4.11/4.0

Nanjing University of Posts and Telecommunications

B.E., Digital Media Technology
Aug 2015 - June 2019, GPA: 3.89/4.0

Skillset

Research and Design

Competitive Analysis, Persona, Information Architecture, Journey Map, Wireframing, Prototyping, Usability Testing, Graphic Design, Video Editing, Motion Graphics, Illustration

Tools

Sketch, Adobe Create Suite, InVision, Zeplin, Figma, Github

Programming

HTML5/CSS, JavaScript, Wordpress, A-frame

Awards

National College Student
Computer Design Competition
Second Prize, China, 2018

Presidential Honor List
NJUPT, Fall2018

Dean's Honor List
NJUPT, Fall2017, Spring2016