YUHAN WU UX DESIGNER

Design to Make Complex Things Simple

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EDUCATION

Aug 2016 - Dec 2017 | Ithaca, NY

Cornell University
Master in Information Science
GPA 3.88/4.00

Aug 2012 - Jun 2016 | Beijing, CN

Beijing Univ. of Posts and Telecom.
Bachelor in Information
Engineering | GPA: 3.5/4.00

SKILLS

UX Design
Methods
Contextual Inquiry | Market Research |
Field Study | Quantitative Analysis |
Qualitative Analysis | Persona |
Wireframing | Prototyping |
Usability Testing | A/B Test
Tools
Sketch | Invision | Axure | Balsamiq |
Adobe PS | Adobe AI | Origami Studio

Programming
HTML | Bootstrap | CSS | Javascript |
Python | Java

INTERESTS

Design to make complex simple
100 books per year challenge
Hip-hop | Salsa | Zumba Dancing
Jazz Music

EXPERIENCE

Sep 2015 - Jan 2016 | Beijing, CN

LeEco | Intern Interaction Designer

- **Children's Video Player for LeEco TV |Design for Children's Health**
  Researched on children's health problems concerning watching TV.
  Collaborated with LeEco Educational Channel and designed features to
  solve those problems.
- **MultiScreen Interaction | Connect Your Phone and TV**
  Redesigned the experience of multi-screen interaction between LeTV
  and LePhone. Version 2.1 got online and the usage amount per month
  increased for 21%.
- **Improve LeEco's Video Website | letv.com**
  Worked across teams to maintain and improve letv.com. Analyzed data from
  the user database to track user behaviors and made corresponding
  improvements.

Sep 2015 - Jan 2016 | Beijing, CN

UXPA China | Teaching Assistant

- **Lectures about UX & Team Coordination**
  Gave lectures to 35 college school students about the process of
  designing digital products. Led three teams to China User Experience
  Design Contest, one of them won the gold prize.

Aug 2016 - Present | Ithaca, NY

Cornell University | Student

- **BubbleQ | Explore New Means of Communication**
  Managed the design and developing process of BubbleQ App to assist client's
  research.
- **ColorPhantom | Web game for psychology education**
  Designed and developed a web game to teach people simultaneous color theory.

AWARDS

- **Shadow |** Won the first place in China User Experience Design Awards
- **Interactive Music Controller |** Won the second place in College Innovation
  Contest
- **BUPT Scholarships |** Year 2012-2015