

# 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 and designed features for children's health problems concerning watching TV.
- **MultiScreen Interaction | Connect Your Phone and TV**  
Redesigned the experience of multi-screen interaction between LeTV and LePhone. The usage amount per month increased for 21%.
- **Improve LeEco's Video Website | letv.com**  
Worked across teams to maintain and improve letv.com.

Aug 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.

## PROJECTS

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.
- **Captivate | Designing Virtual Reality to Examine Public Speaking Anxiety**  
Went through a whole user-centered design process to examine public speaking anxiety. Designed the low & high fidelity prototype of VR interface.

## 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**