

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 University of Posts and Telecommunication

Bachelor in Information Engineering

GPA: 3.5/4.00

SKILLS

Design Methods

Contextual Inquiry, Market Research,
Field Study, Quantitative Analysis,
Qualitative Analysis, Usability Testing,
Persona, Wireframing, Prototyping,
Data Visualization

Design Tools

Sketch, Invision, Axure, Balsamiq,
Adobe PS, Adobe AI, Origami Studio

Programming

HTML, Bootstrap, CSS, Javascript, d3.js
Swift, Python, Java

AWARDS

First place in China UXD Awards | Shadow

May 2016 | UXPA China

Second place in College Innovation Contest

Aug 2016 | BUPT

BUPT Scholarships

2013-2015 | BUPT

INTERESTS

Hip-hop, Salsa, Zumba Dancing, Jazz Music

EXPERIENCE

Jan 2017 - Present

Ithaca Science Center | UX Designer

Design the user flow and interface for an interactive large screen "Wall of Inspiration" which will be displayed to educate children about prominent scientists in Ithaca. Work closely with developing team and responsible for communicating with the client

Sep 2015 - Jan 2016 | Beijing, CN

LeEco | Intern Interaction Designer

Researched and designed features in LeTV to solve children's health problems concerning watching TV. Designed the interaction between LePhone and LeTV. Worked across teams to maintain and improve letv.com

Aug 2016 | Beijing, CN

UXPA China | Teaching Assistant

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 - Dec 2016 | Ithaca, NY

BubbleQ | Explore New Means of Communication

Designed a mobile App to assist client's research on communication. Responsible for user research, interface design and usability testing. Acted as the team leader to work with developers.

ColorPhantom | Web game for psychology education

Designed a web game to teach people about simultaneous color theory. Developed the game with HTML/Javascript and Bootstrap. Analyzed people's performance of playing the game to see patterns and norms.

Captivate | Virtual Reality to Examine Public Speaking Anxiety

Conducted deep user research about public speaking anxiety. Came up with a solution using immersive virtual reality. Designed the user flow and interface of this virtual reality device.