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# Tianxin YU

## UX RESEARCHER & DESIGNER

### EDUCATION

#### Carnegie Mellon University

2016.8-2017.8

M.S. **Human-Computer Interaction** Institute (GPA: 3.93)

#### Tsinghua University

2013.9-2016.6

M.A. in **Product Design**,  
Department of Industrial Design

#### Peking University

2009.9-2014.6

B.S. in **Psychology**, School of  
Cognitive Science

B.A. (double degree) in Art  
Studies, School of Arts

### RELEVANT COURSES

User-Centered Evaluation & Research  
Interaction Design Studio  
Product Design and Strategy  
Service Design  
Learning Design  
Experiment Design  
Statistics  
Interactive Data Science

### SKILLS

#### Research

Cognitive Task Analysis  
Interview and Survey  
Usability Testing  
Contextual Design Methods  
Experiment Design  
Data Mining

#### Design & Prototype

Sketch, Illustrator, Photoshop  
Principle, InVision, Flinto

#### Analysis

SPSS, MatLab, Weka  
Data Visualization

### AWARDS

#### Star of Tomorrow Award

@ Microsoft Research Asia  
for excellent performance in  
HCI research

### EXPERIENCE

#### Renaissance Learning | UX Lead (CMU Capstone)

2016-2017

- Applied Human-centered research and learning sciences to improve product usability and empower teachers to use students' data for decision making.

#### Microsoft Research (Asia) | Human Computer Interaction Group, Intern

2013-2014 Winner of "Star of Tomorrow" Award

- Designed tangible interface and haptic rendering algorithm for mobile devices, compared and evaluated different perception models.
- Worked on multiple projects in MSRA for user study and data analysis.
- Cooperated with engineers to implement eye-free interaction experience for mobile devices.

#### Peking University | Lab of Motor Control & Virtual Reality, Research Assistant

2012-2013, 2014-2015

- Worked on the interaction design of a multi-joint intelligent prosthesis based on biological signals.
- Designed a sensory substitution system which converted environment information into sensory signals to improve amputees' rehabilitation.
- Studied tactile and haptic illusions for potential applications in Virtual Reality and Embedded Cognition.

### PROJECTS

#### Product Designer & Researcher | Motor Skill Training for Blind Children (Independent Work)

- Designed a product to improve the accessibility and overall experience of motor skill training.
- Used smartphone sensor, auditory and haptic feedback to increase the effectiveness of motor skill training for blind children.
- Wrote design guidelines for tangible interaction with haptic / tactile feedback.

#### UX Researcher | Donating Behavior on Social Networking (CMU Project)

- Designed and conducted experiments on users' donating behavior on online knowledge communities and how it could be affected by social interactions.
- Wrote integration design guidelines for donation features on online communities.

#### Analyst and Developer | Data Mining on Student Campus Life (CMU Project)

- Used statistical and machine learning methods to uncover students' behavior patterns from large-scale datasets. Focused on lifestyles and stress coping.
- Used interactive data visualizations to communicate analysis results.

#### Service Designer | An Information Platform for Students (THU Project)

- Applied service design methodologies to improve learning experiences and encourage information sharing for college students at Tsinghua University.

### SOCIAL WORK

#### Charitable Projects and Leadership

2009-2015

- Executive Vice chair of PKU Loving Heart Society, which is the first and biggest student volunteer organization in China.
- Leader of Love Heart Library projects. Built more than 30 libraries in China.
- Founder of LanTian (Blue Sky) volunteer teaching program for migrant students.
- Leader of several summer volunteer teaching programs and field studies.