

Qian Hu

- User Experience Designer
- (917)863-7945
- pinkysdejavu@gmail.com
- <http://qian.hu>

skills

DESIGN

Sketching
Wireframing
Prototyping
Interaction Design
Graphic Design
Game Design

TOOLS

Sketch
Photoshop
Illustrator
Axure
Balsamiq

RESEARCH

Cognitive Task Analysis
Contextual Inquiry
Heuristic Evaluation
Affinity Diagramming
A/B Testing
Survey

TECHNICAL

HTML
CSS
C++
Java

interests

Succulents
Food
Puppies & Kitties
Photography
Sketching
Yoga
Board Game

education

CARNEGIE MELLON UNIVERSITY

PITTSBURGH, USA | AUG 2015

MS | Human-Computer Interaction Institute

Relevant Courses: Interaction Design Overview | User Research in Human-centered Design | Programming Usable Interface | Methodology of Visualization | Educational Game Design

TIANJIN UNIVERSITY

TIANJIN, CHINA | JAN 2012

BS, MS in Information System & E-Business

BA in English

experience

HIHEX *TV OS startup* | Product Designer

SHENZHEN, CHINA | MAR 2014- JUL 2014

- Chief designer for the TV-based collaborative video game Candy Adventure that allows multiple family members to play together intuitively using their smart phones.
- Iteratively designed and prototyped the product from scratch, including the features, mechanics, characters, animation, visual and user experience.
- 1000 active users within 30 days of release and over **100,000** downloads as of June 2015.

TENCENT *China's largest Internet Company* | Interaction Designer

BEIJING, CHINA | MAR 2012-AUG 2013

- Member of China's leading in-house design team, CDC. .
- Designed widely used web and mobile products with average daily visits of **50 million**.
- Focused on detail oriented design coupled with iterative A/B testing and user research.
- Developed design guidelines and UI library for the search engine.

HEWLETT-PACKARD | UX Design Intern

SHANGHAI, CHINA | NOV 2010-JUN 2011

- Worked at HP +Design, a world-class design agency for clients within and outside HP including P&G, KFC, French Telecom, Mexican Telecom.
- From heuristic evaluation to workflow redesign, from rapid prototyping to usability test, I redesigned the business management system for French Telecom which won unanimous approval and was successfully sold.

projects

SHARESIGHT >

CMU&DDI | 2015

Product Design for a soft skills professional development tool

COLORDAY >

CMU | 2015

Product Design for a time tracking & task management iOS app

HOLI >

CMU | 2015

Product Design for an educational game about color theory

CATCH >

CMU | 2014

UI/UX Design for a personalized gift picking app

CANDYADVENTURE >

HIHEX | 2014

Product Design for a collaborative TV-based game

SOSO IMAGE >

TENCENT | 2013

UX Design for a picture browsing and searching site

RICH SNIPPET >

TENCENT | 2013

Product Design for a structured way to display search results

HP SNAP STUDIO >

HP | 2011

UX Design for a management system for French Telecom