

# JIACHEN HU

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## SKILLS

### DESIGN

Journey Mapping  
Storyboarding  
Persona Creating  
Wire-framing  
Prototyping

### RESEARCH

Interview  
Contextual Inquiry  
Speed Dating  
Heuristic Evaluation  
Usability Testing

### TOOLS

Adobe Creative Suite  
Sketch/Figma/Invision  
Principle  
Autodesk Fusion 360  
Cinema 4D

### PROGRAMMING

Python, Java, C  
HTML, CSS, JavaScript

## EDUCATION

### CARNEGIE MELLON UNIVERSITY

Master of Human-Computer Interaction, School of Computer Science — August 2019

Course work: User-Centered Research and Evaluation, Programming Usable Interfaces, Interaction design, Document Design, Methodology of Visualization

### UNIVERSITY OF CALIFORNIA, BERKELEY

B.A. in Computer Science — May 2017

## PROJECTS

### VISUAL DESIGN & TECH LEAD — CRYPTA

CMU MHCI Capstone Project, PNC Center for Financial Innovation Jan 2019 — Present

- Discovering use cases for cryptocurrency and blockchain technology in small scale economies.
- Leading design activities, creating prototypes from low to high fidelity, and unifying visual languages.
- Overseeing team and product branding, visual designs, website design and development.

### DESIGN LEAD — HARVEST BOX

Just Harvest Jan — May 2019

- Proposed a solution for a Pittsburgh NGO to advance its effort in eliminating food insecurity.
- Managed design end-to-end from the early ideation to pixel-perfect deliverables.

### UX DESIGNER — CMU TRANSIT DISPLAY

CMU Graduate Student Assembly Aug — Dec 2019

- Proposed a digital solution for CMU shuttle and escort service to improve visibility and popularity.
- Identified pain points and discovered opportunities in the current system and incorporated them into implementation using various user-centered research methods.

## EXPERIENCE

### ESL INSTRUCTOR — NEW CHANNEL

Dec 2017 — Aug 2018

- Designed and improved student-focused curriculum.
- Maintained direct professional communication with students and parents.
- Presented to and built consensus among other instructors, teaching assistants, study advisors and directors.
- Led teaching and research discussion groups that aimed at discovering and developing new approach and curriculum.

### PROGRAM ASSISTANT — BJC, UC BERKLEY

Jan 2015 — Dec 2015

- Worked on a collaborative multi-disciplinary team that included designers, instructors, teaching assistants and software developers.
- Assisted with video editing, website management and research support during the launch phase of an introductory computer science curriculum.
- Collected early stage feedback by working closely with students during lab sessions.