

Shuhan Yang

UX Designer / Problem Solver

404.536.6515

shuhan@gatech.edu

www.shuhanux.com

Experience

UI/UX Designer (Part-time) - PegasusCRM

📅 Jan 2018 - present 📍 Atlanta, GA

Building a design system with a new visual style to ensure good usability and consistency across the platform. Designed a seamless experience for Pegasus users to export lists of leads to MailChimp.

Product Design Intern - Thumbtack

📅 May - Aug 2017 📍 San Francisco, CA

Shipped a geo-targeting tool redesign which solved a feature limitation of zip code control using MVP. Shipped a new feature of travel fee to help Thumbtack pros quote more accurately using modular design. Explored the ideal version of geo-targeting tool within a cross-functional team. Won Best Tack-on Award in the Thumbtack Make Week Competition among 15 teams.

UX/UI Design Intern - Wugu

📅 Jul - Oct 2016 📍 Hangzhou, China

Shipped a mobile Wechat app design to popularize Wuxing, a traditional five-element theory of Chinese philosophy among young generations using gamification. Collaborated with the product manager on strategic design decisions.

UX/UI Design Intern - Zhuangquan

📅 Feb - Apr 2015 📍 Hangzhou, China

Designed iOS and Android interfaces of a mobile community for coin collectors that allows them to identify coins with image recognition technology, trade coins and share thoughts.

Projects

Web Simulation - Smog Solver

📅 Apr - May 2017 📍 Atlanta, GA

Individual Project. Designed a web game to simulate the impact of environmental regulation on smog. Iterated the design based on user testing with mock-ups. Implemented the game using Phaser.js.

Mobile App - Grocery HelpAR

📅 Sep - Dec 2016 📍 Atlanta, GA

Team Project. Designed a mobile app from problem definition to user testing to improve international students' grocery shopping experience in the U.S.

Education

M.S., Human Computer Interaction

Georgia Institute of Technology

📅 Aug 2016 - May 2018 (anticipated)

Industrial Design track | GPA: 3.91

B.Eng., Industrial Design

Zhejiang University

📅 Sep 2012 - Jul 2016

Human-centered design focus | GPA: 3.92

Skills

Design Methods

Affinity Mapping, Persona development, Customer Journey Mapping, Storyboard, Wireframing, Rapid prototyping, Lean UX, Visual Design, Video Editing, 3D Modeling

Design Tools

Adobe Creative Suite, Sketch, inVision, Axure, Framer JS, Balsamiq

User Research Methods

Interview, Survey, Observation, Contextual Inquiry, Focus group, Card sorting, Heuristic Evaluation, Usability test

Programming

HTML/CSS, Sass, JavaScript, Python (basic), Java (basic), C (basic)

Awards

2nd Place in Convergence Innovation Competition

📅 Dec 2016 📍 Atlanta, GA

Second-class scholarship for outstanding merits

📅 Dec 2013 📍 Hangzhou, China