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Tianxin YU

UX RESEARCHER & LEARNING EXPERIENCE DESIGN

EDUCATION

Carnegie Mellon University

2016-Present

M.S. in Educational Technology and Applied Learning Sciences
Human-Computer Interaction Institute (3.93/4.0)

Tsinghua University

2013-2016

M.A. in Product Design
School of Fine Art and Design

Peking University

2009-2013

B.S. in Psychology
School of Psychological and Cognitive Science

RELEVANT COURSES

User - Centered Research
Interaction Design Studio
e - Learning Design
Educational Goal, Instruction, and Assessment
Educational Psychology
Experiment Design
Practical Data Science
Interactive Data Science

AWARD

Star of Tomorrow Award
@Microsoft Research Asia
for excellence in HCI research

SKILLS

Research and Analytics

Experiment Design
Cognitive Task Analysis
Interviews and Surveys
Usability Testing
Data Mining & Modeling
SPSS | MatLab | Python | Weka

Design

Human-Centered Design
Rapid Prototyping
Sketching & Illustration
Photoshop CS6 | Illustrator
InDesign | Sketch 3

RESEARCH EXPERIENCE

Educational Psychology Research @ Peking University

Research Assistant at Applied psychology and psychometrics lab

2012 – 2013

- Studies on Possible Selves, Academic Burnout and Coping in Migrant Children.
- Two longitudinal studies of the association between possible selves, proactive coping and academic burnout. (Independent project).
- Developed questionnaires, designed and conducted intervention programs and experiments
- Built Structural Equation Models to interpret healthy learning behavior among school children

HCI Research @ Microsoft Research Asia (MSRA)

Full-time Research intern at the Human - Computer Interaction Group

2014

- Applied psychophysical studies to support tangible interaction.
- Designed haptic rendering algorithms for an electronic static device, compared and evaluated different perception models.
- Cooperated with engineers to design eye-free interaction interface.

PROJECTS

2015 – present

UX Researcher | uReveal: Data Mining for Researchers

- Applied Human-Centered Research and Design methods to help a data mining company make products more user friendly.

Product Designer | Tune: Motor Skill Trainings for Blind Children

- Used auditory and haptic feedback to help blind children improve motor skills during their critical development period.
- Used psychophysical studies to write design guidelines for tangible interaction with haptic / tactile feedback.

Service Designer | e-THU: A Information Platform for Students

- Applied service design methodologies to improve learning experiences for college students at Tsinghua University.
- Aimed to ease network congestion and encourage information sharing by increasing Intra-Net and Ipv6 utilization with interaction design.

UX Evaluation Tool Developer | Color and Material Perception

- Designed and coded a user experience toolbox on sensory and emotional feedback.

UX Researcher | Boeing China: Experience In New Airplane Interior Model

- Designed In-depth Interviews, Focus Groups and Survey Questionnaires on user experience and interior design for new airplane models. Wrote report for Boeing America.

SOCIAL WORK & LEADERSHIP

Leader of Love Heart Library

2010 – 2015

- In charge of the biggest university student society in China.
- Raised over 300,000RMB (\$ 45,000) in donations to build 37 libraries in Shandong Taian, Henan "AIDS Village" and Heibei Province.

Founder of LanTian (Blue Sky) Volunteer Teaching

2009 – 2016

- A Teaching program for migrate students in Beijing suburb.