

JUNYU HUANG

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EXPERIENCE

Research Assistant Feb. 2017–Present
Human-Computer Interaction Institute PA, USA
Carnegie Mellon University

Ideate and design a tablet app for children to learn basic reading, writing, and math without adult assistance in countries with teacher shortages. Advisor: Prof. Jack Mostow

Design Lead Jan. 2017–Present
Virginia Tech PA, USA

Design a technology-based learning experience that aims to improve success rate of Calculus for students in Virginia Tech. Advisors: Prof. Bruce McLaren and John Stamper

Product Designer Feb. 2016–May 2016
Shixun Technology Co., Ltd Wuhan, China

Researched, prototyped, and designed a crowdsourced mobile app that allows people to create literature together. Re-defined user process and contributed to design guidelines of the product

Design Lead Mar. 2015–June 2015
Wuhan Lance Technology Co., Ltd Wuhan, China

Designed application clients, branding and interaction process for a gesture control armband (Patent pending). Participated in the founding, business planning and fundraising in the startup

Project Lead & UX Designer Nov. 2014–Jan. 2015
Visualizing Headband Wuhan, China

Led a cross-functional team of 6 students to build a product that aids moving of the visually impaired. Designed a wearable headband that helps avoid the obstacles and an app that guides the blind with voice navigation. Granted patent: CN204562812 U

LEADERSHIP

President June 2014–July 2015
Unique Studio www.hustunique.com

Directed operations of the entire studio with 8 different groups of 100+ students. Oversaw the launching of 13 products. 2 had gained over 700,000 and 50,000 users respectively; another 2 turned into startups with each raising 1 million RMB funds

Executive Director Feb. 2015–June 2015
2015 Unique Hack Day www.uniquehackday.com

Directed one of the largest collegiate hackathons in China; oversaw the fundraising, promotion, recruitment, press, etc. Recruited 20 sponsor companies and 150 participants out of 700+ applicants in 50+ universities from China, USA, Japan, Russia and India

EDUCATION

Carnegie Mellon University
Human-Computer Interaction Institute, Master of Ed. Tech. & Applied Learning Science (METALS)
Aug. 2016–Aug. 2017 (Expected)

Huazhong University of Sci. & Tech.
B.Eng. in Digital Media Technology (with Honors)
Sep. 2012–June 2016

SKILLS

DESIGN

Wireframing	Task Analysis
Prototyping	Contextual Inquiry
Sketching	Competitive Analysis
Animation	Storyboarding

TOOLS

Adobe Suite	Sketch
Axure RP	After Effects
Unity 3D	3ds Max

PROGRAMMING

C/C++	Java
HTML5/CSS3	SQL

LANGUAGES

English (Fluent)	Mandarin (Native)
Cantonese (Native)	

AWARDS

METALS Merit Scholarship
Covered 25% of tuition fee, Aug. 2016

Qiming Star
Highest honor for HUST students, selected out of over 3,000 candidates, Oct. 2015

Finalist, Audience Favorite Prize
HackShanghai, Nov. 2014

First Prize
UT-STARCOM Seed Cup Mobile App Development Competition, Dec. 2013

Merit Student
Huazhong University of Sci. & Tech., May 2013