

Yuchen Huang

UX designer · Prototyper · Story teller · Creative Coder

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Education

Parsons the School of Design

Design & Technology, MFA

08/2016 - 05/2018

New York, NY

Parsons Paris

Design & Technology, MFA

01/2017 - 05/2017

Paris, France

Tongji University

Software Engineering, BE

09/2012 - 07/2016

Shanghai, China

Experience

Abacus Business Computer LLC

04/2019 - now | New York

UX Designer & UI Designer

- Lead the UX&UI design of several products that help improve management of restaurants
- Create prototypes and product concept that make the order&payment process easier for restaurant staff
- Work closely with development team and clients to create products that address existing problems

InsideSchools.org

09/2017 - 04/2019 | New York

UX Designer & UI Designer

- Wireframe and design responsive interfaces for various platforms
- Create interactive prototypes for user testing
- Iterate product design based on user research and work with a team efficiently

Parsons the School of Design, the New School

04/2017 - 08/2017 | New York

Teaching Faculty (Web Design)

- Created an integrated daily curriculum and set up additional activities
- Taught HTML, CSS and JavaScript to a class of 12 students

Vonvon Information Technology Co.Ltd.

07/2015 - 05/2016 | Shanghai

Graphic Designer / Content Editor

- Attracted more than millions of visitors daily by website design and content editing for more than 100 pieces of content

Projects

Lemonade - Game Developer Conference alt.ctrl.GDC 2018 Exhibitor

12/2017 - 03/2018 | San Francisco

Game Designer / Developer

- Conceptualized the game concept while designing the controllers of the game Lemonade
- Designed and Created the game in Unity 3D with self-created game assets

PicSpot - Amazon Prime Photos+Cornell Tech Product Studio

09/2017 - 12/2017 | New York

Product Designer / UX Designer

- Collaborated with an MBA student, engineers and Amazon Prime Photos team to create and design SpotPic, an iOS App
- Designed, prototyped, and iterated based on user research and conducted 3 sprints to validate the product and main features

Skills

Design & Storytelling [Adobe Creative Cloud](#) | [Sketch](#) | [Principle](#) | [InVision](#) | [Maya](#) | [Omni Graffle](#) | [Balsamiq Mockups](#)

Programming [HTML](#) | [CSS](#) | [JavaScript](#) | [jQuery](#) | [Node.js](#) | [C](#) | [C#](#) | [C++](#) | [Java](#) | [Swift](#)

Creative Coding [Unity](#) | [Arduino](#) | [OpenFrameworks](#) | [Processing](#)

Languages [Mandarin Chinese](#) | [English](#)