

# IRENE YE YUAN

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## EDUCATION

### University of Minnesota

Ph.D. in Computer Science (HCI)  
Aug. 2017 – Present

### University of Washington

Master in HCI+D  
Sept. 2014 – Aug. 2015

### St. Olaf College

B.A. Computer Science and Math  
Sept. 2010 – May 2014

## SKILLS

### User Research

A/B Testing  
Competitor Analysis  
Contextual Inquiry  
Field Research  
Focus Group  
Heuristic Evaluation  
Interview  
Journey Mapping  
Observation  
Participatory Design  
Persona  
Survey  
Usability Testing

### Design

Prototyping (Low-High Fidelity)  
Scenario  
Storyboarding  
Wireframing

## TOOLS

### Data Analysis

Excel  
R  
Tableau

### Design & Prototyping

Adobe Creative Suite  
Arduino  
Axure  
C/C++  
Framer  
HTML5&CSS3  
JavaScript  
Processing / p5.js  
Python  
Sketch  
Unity

## PROFESSIONAL EXPERIENCES

### Graduate Researcher

GroupLens Lab, University of Minnesota  
Aug. 2017 – Present | Minneapolis, MN

Utilize both qualitative (e.g., interviews, participatory design) and quantitative (e.g., experiment design) to understand how people use current technologies and opportunities for technologies to better support their activities;

Design, develop and evaluate (e.g., usability testing, field deployment) new technologies;  
Communicate study findings in both written reports (papers) and oral presentations

### User Experience Specialist III

LexisNexis

Nov. 2016 – Jul. 2017 | Shanghai, China

Lead designer for cross-platform legal products from user research, ideation, design, testing to release;

Collaborated closely with product and engineering teams from different locations throughout the product cycle and facilitated the communications between teams

### UX Designer and Researcher

UbiComp Lab, University of Washington

June 2016 – Aug. 2016 | Seattle, WA

Conducted usability testing on a mobile spirometry test app in collaboration with other researchers, and iterated the app design based on testing results

### Interaction Designer

IA Collaborative

Sept. 2015 – June 2016 | Chicago, IL

Collaborated with design researchers and visual designers to create omni-channel solutions and designed user experiences based on user needs and business requirements;

Helped interaction design team utilize new tools by creating tutorials and teaching the team development knowledge

### Freelance UX Designer & Frontend Developer

Dec. 2014 – Present

Collaborate with visual designer to redesign clients' websites experiences, with a focus on information architecture and UX design

### Undergraduate Researcher

MSCS Department, St. Olaf College

May 2013 - May 2014 | Northfield, MN

Conducted series of user interviews, heuristic evaluations on web apps developed for professors and students on campus and implemented the design changes based on evaluation results