

Ting Yu UX Designer

tingyu@gatech.edu

linkedin.com/in/ting-yu-7a926ab7/

Portfolio: tingyudesign.com

Experience

Visualization Researcher. Advisor: Dr. John T. Stasko

Georgia Tech Information Visualization Lab

Aug 2020 - Present

- Research, design, and implement a tree map visualization tool for mobile tablets.
- Design and evaluate different gesture encoding schemes by analyzing universal visual analytic tasks for hierarchical data.
- Design visual encodings and view transitions for multiple data types.
- Implement efficient layout algorithms using data structures and iOS graphic libraries.

iOS UX Engineer

PAQ Wear

Aug 2020 - Present

- Collaborate with UX designers and a PM to translate a Figma prototype into custom UI classes and navigation flow that meet iOS Human Interface Guidelines.
- Design and implement responsive UI using reusable layout constraint variables.
- Conduct heuristic evaluations and fill in user feedback pages missing in the prototype for optimal mobile navigation experience.
- Conduct quick ad-hoc usability testing throughout the implementation process.
- Manage priorities for multiple tasks based on business goals and product lifecycles.

iOS Developer, UX Designer

Qualcomm Institute

Sep 2017 - Jul 2020

- Designed, programmed, and launched multiple apps for users including doctors, researchers, patients, and truck drivers.
- Conducted quantitative studies and field interviews to pinpoint problems in the current diagnosis system for Fetal Alcohol Syndrome.
- Worked closely with clients and delivered high-fidelity prototypes for feedbacks.
- Designed a spinning wheel animation and sound to gamify surveys for PTSD users.

Assistant Researcher. Advisor: Dr. Tzyy-Ping Jung

Swartz Center for Computational Neuroscience

May 2018 - Jul 2020

- Proficient in statistics and visualization. Used clustering, time locking, and smoothing in building heat maps, dendrograms, box plots, and line plots.
- Applied parametric and nonparametric statistical testings and ANOVA.

Freelance Graphic Designer

Sep 2014 - Jun 2019

- Completed 20+ projects of logos, flyers, and posters for clients including student organizations, local hospitals, and cultural projects.

Project

E-diet: A Mobile UX Design for Elimination Diet

Aug 2020 - Present

- Create design sketches. Build wireframes and prototypes in Figma.
- Design and implement user study surveys in Qualtrics. Distribute surveys to targeted user groups. Analyze and visualize results in Excel.
- Conduct semi-structured interviews. Collaborate on affinity modeling sessions.
- Conduct user feedback sessions using think-aloud and usability testing surveys.

Education

Georgia Institute of Technology

Aug 2020 - Jul 2022 (Expected)

M.S. Human-Computer Interaction

UC San Diego

Sep 2016 - Jun 2020

B.S. Maths - Computer Science
Minor in Computing Arts and Music

Additional Training

RISD PreCollege

Summer 2015

Partook in the furniture design prep program. Exhibited two pieces of work in the RISD Museum.

Skills

UX Design and Audio

Figma, Illustrator, Photoshop, Wireframing, Prototyping, Pro Tools, Logic, Studio Recording

Programming and Tools

Swift, Xcode, HTML, CSS, JavaScript, D3.js, AWS, Firebase, MATLAB, Python, SQL, Keras

UX Research

User interview, Contextual Inquiry, Affinity Modeling, Usability Testing, Heuristic Evaluation, Survey Design, Qualtrics, Excel, Tableau

Languages

Mandarin, English

Publication

T. Yu, C.S. Wei, K.J. Chiang, M. Nakanishi, T.P. Jung, "EEG-Based User Authentication Using a Convolutional Neural Network"
DOI: 10.1109/NER.2019.8716965.