Haiyang Yu

Product / UX Designer

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EDUCATION

University of Washington, Seattle

Sept. 2020 - March. 2022

M.S. in Technology Innovation
-Connected Device (UX/HCI)

Hefei Univeristy of Technology

Sept. 2014 - Jul. 2019

Bachelor of Architecture

SKILLS

End-to-End Design

Interactive Prototyping

Rapid Prototyping

Wireframing

Visual Design

Information Architecture

Data Visualization

Usability Studies

TOOLKIT

Figma / Sketch /Adobe XD

Miro / FigJam

Photoshop / Illustrator

HTML / CSS / JavaScript

Python

WORK EXPERIENCE

Product Designer   Mode Analytics

Sept. 2022 - Present, Seattle, WA

- Improved legend-related user experience by redesigning the legend component, enabling users to better manage their data report space by providing a multi-legend feature.
- Designed and explored the solution to the multi-legend problem by conducting 5+ user interviews and collecting users' pain points and opinions under the multi-legend scenario.
- Led the design process focusing on the long-chart latency problem by leading product brainstorming sessions, user interviews and design discussions.
- Reduced the user's waiting time by 95% in the long-chart scenarios through using the pagination component solution and improved the design system by designing the pagination component.

UX Designer   NVIDIA

Dec. 2021 - Sept. 2022, Bellevue, WA

- Enable the team to get more budget from C-suite by designing a camera management mobile app from conception to delivery through 3+ iterations of wireframing, prototyping, and user testing.
- Improved efficiency of information display by introducing unique data visualization and video playback UIs based on internal users' feedback.
- Increased design speed by 30% through establishing a first mobile version of the NVIDIA NGC expandable design system, while collaborating with the product owner and a team of SWEs.

Launch Project UX Designer   T-Mobile

June - December 2021, Bellevue, WA

- Enabled the company to launch by designing a new pet-tracking mobile app from idea to developing through an end-to-end UX research & design process
- Facilitated the project's overall developing progress by hosting weekly sync-up with T-Mobile's product team, updating the progress and collecting the T-mobile team's feedback.
- Explored user requirements in depth by collaborating with PMs and SWEs on 5+ user interviews and 3 rounds of questionnaires.
- Conducted 3 rounds of iterating based on usability testing.

UX Designer   TuSimple

Jun. 2019 - Sep 2020, Beijing, China

- Improved the company's internal workflow efficiency significantly by leading the end-to-end UX design process for more than 5 internal enterprise projects, from initial concept to global delivery.
- Facilitate the design team to collaborate by contributing more than 10 components to the brand new design system - Naive UI.
- Increased global road testing teams' productivity by 50% by designing an all-in-one data transfer platform. Contributed to the field trip research process by interviewing test operators and collecting user pain points.
- Enabled the company to save millions in computing budget by redesigning the task-creating process on the private cloud platform. Improved the creating success rate by 30%.