

# Qian Hu

- User Experience Designer
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## skills

### DESIGN

Sketching  
Wireframing  
Prototyping  
Interaction Design  
Graphic Design  
Game Design

### TOOLS

Sketch  
Photoshop  
Illustrator  
Axure  
Balsamiq

### RESEARCH

Cognitive Task Analysis  
Contextual Inquiry  
Heuristic Evaluation  
Affinity Diagramming  
A/B Testing  
Survey

### TECHNICAL

HTML  
CSS  
C++  
Java

## interests

Succulents  
Food  
Puppies & Kitties  
Photography  
Sketching  
Yoga

## education

### CARNEGIE MELLON UNIVERSITY

PITTSBURGH, USA | AUG 2015

MS | Human-Computer Interaction Institute

Relevant Courses: Interaction Design Overview | User Research in Human-centered Design | Programming Usable Interface | Methodology of Visualization | Educational Game Design

### TIANJIN UNIVERSITY

TIANJIN, CHINA | JAN 2012

BS, MS in Information System & E-Business

BA in English

## experience

### BLUEJEANS NETWORK *Video Conferencing Platform* | UX Designer

MOUNTAIN VIEW, CA, USA | OCT 2015-

- Lead designer for BlueJeans' core product, the Video Conferencing Platform with over **114,000** monthly active users and **124 million** minute monthly usage
- Lead the product design cycle from explorative user research to iterative design to evaluative usability testing. Push for design improvements across different departments.
- Being highly data-driven and improved the key measurements (NPS, active use, time, error rates) through constant design iterations.
- Designed the room system iPad App from scratch.

### HIHEX *TV OS startup* | Product Designer

SHENZHEN, CHINA | MAR 2014- JUL 2014

- Chief designer for the TV-based collaborative video game Candy Adventure that allows multiple family members to play together intuitively using their smart phones.
- Iteratively designed and prototyped the product from scratch, including the features, mechanics, characters, animation, visual and user experience.
- 1000 active users within 30 days of release and over **100,000** downloads as of June 2015.

### TENCENT *China's largest Internet Company* | Interaction Designer

BEIJING, CHINA | MAR 2012-AUG 2013

- Member of China's leading in-house design team, CDC. .
- Designed widely used web and mobile products with average daily visits of **50 million**.
- Focused on detail oriented design coupled with iterative A/B testing and user research.
- Developed design guidelines for the search engine.

### HEWLETT-PACKARD | UX Design Intern

SHANGHAI, CHINA | NOV 2010-JUN 2011

- Worked at HP +Design, a world-class design agency for clients within and outside HP including P&G, KFC, French Telecom, Mexican Telecom.
- From heuristic evaluation to workflow redesign, from rapid prototyping to usability test, I redesigned the business management system for French Telecom which won unanimous approval and was successfully sold.