Qian Hu

Product Designer

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http://qian.hu

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

TIANJIN UNIVERSITY
TIANJIN, CHINA | JAN 2012
BS, MS in Information System & E-Business
BA in English

experience

LINKEDIN *Professional Social Network* | Staff Product Designer
MOUNTAIN VIEW, CA, USA | JAN 2017- Oct 2025
Worked across the Careers and Learning teams, as well as a cross-functional tiger team for "Project X". Key projects include:

· **Expert AI** – Led end-to-end design from concept to specification for Expert AI, a new initiative that brings expert-trained AI agents into the learning experience. Collaborated with cross-functional partners to shape strategy, user experience, and content integration.

· **Career Development x AI** – Designed an AI-powered onboarding and guidance experience for LinkedIn Learning's Career Development features, reimagining how professionals set and achieve goals in an AI-enhanced workflow.

· **Collaborative Articles (Project X)** – Lead designer for the Reputation System, responsible for designing the badge framework that incentivizes expert contributions. Worked across multiple surfaces (search, feed, profile) to ensure a cohesive and scalable reputation experience.

· **Job Search & Discovery** – Lead designer on both strategic and iterative improvements. Spearheaded vision-setting work for global search and job discovery, and redesigned key surfaces such as the Job Search page, Search Filters, and Job Details page, improving usability and engagement.

BLUEJEANS NETWORK *Video Conferencing Platform* | Lead UX Designer
MOUNTAIN VIEW, CA, USA | OCT 2015- DEC 2016
· 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.
· 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.