

YIWEN (YVONNE) HOU

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USER ADVOCATE AND HUMANE TECHNOLOGIST

In form of UX researcher, Product Designer, and Accessibility Champion

WORK EXPERIENCE

3D User Interaction & UX Intern

Nanome Inc. / 2020.1 - Present

- Streamlined user flow on Virtual Reality software that aids scientists visualize and modify molecular structures;
- Created Unity Prefab of the Plugin Menus;
- Host cross-functional design critiques; evaluated customer usage & iterated;

Product Design Intern

Tezign Information Technology Co., Ltd. / 2019.8- 2019.10

- Conducted toB competitor analysis and prototyped on A1-driven SAAS video generator for E-commerce sellers to auto-create 15-30s video
- Wrote Product Requirement Document (PRD), and made a demo as Proof of Concept to presented to 170 corporate clients on the product launch

UX Researcher

The "Diabetes Design Initiatives"

Dexcom Inc. x The Design Lab, UC San Diego / 2019.9 - 2019.12

- Conducted UX research using ethnographic method to improve user experience of continuous glucose monitoring (CGM) systems for diabetes management;
- Designed an interactive in-app self-troubleshooting panel when experience signal loss, reduced tech-support call volume by 23%;
- Drove usability testing and A/B Testing on Type-1 diabetes patients; improved average System Usability Scale (SUS) score from 62.14 to 86.43 (>68 is above average); product will be shipped in a year

Undergrad Researcher

Instructor: Dr. Steven Dow, Dr. Brian McInnis / 2019.7 - 2020.9

- Scraped data with Python from 6,525 comment threads and visualization; prototyped data visualization annotations using Javascript library D3.js;
- Prototyped system design that represent online data-centered discussion and visualizations; Recruited participants and drove pilot studies;

Web Developer

Jacobs School of Engineering, UC San Diego / 2019.8 - 2020.3

- Built, updated, and maintained the front-end of department/lab websites using HTML, CSS, and Drupal 8 tool;

Instructional Apprenticeship (IA)

COGS187B, Pro Web Design, Instructor: David Kirsh / winter2020

EDUCATION

University of California, San Diego

2017.9 - 2020.6 | Maj. GPA 4.0/4.0

B.S. Cognitive Science,

Human-Computer Interaction (HCI)

B.A. Interdisciplinary Computing & Art

SKILLS

Design Tools & Methods

ADOBE SUITE: AI, PS, XD, ID, AE

FIGMA / SKETCH / ZEPLIN

BLENDER

HUMAN-CENTERED DESIGN THINKING

RAPID PROTOTYPING

MARKET ANALYSIS

USER RESEARCH & TESTING

INFORMATION ARCHITECTURE

HEURISTIC EVALUATION

ENTHNOGRAPHIC STUDIES

Programming

HTML5 / CSS3 / JAVASCRIPT

JAVA

PYTHON

OPENCV

DRUPAL

AWARD

UCSD Provost Horner

2018.8 - 2020.6

\$1,000 Winning Team | Pepper Canyon
Mobility Hub Design Hackathon Finalist

2019.4.6 -7