YEDAN QIAN

INTERACTION DESIGNER & TECHNOLOGIST

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WORK EXPERIENCE

MIT Media Lab, Fluid Interfaces Group — Apr 2016 - May 2017

Visiting Researcher | Tactile AR and VR Experience — *Cambridge, USA*

TreeSense: tactile VR system that integrates Electronic Muscle Stimulation (EMS) to enhance body ownership illusion and empathy building in virtual environments.

- Design and developed the experience in Unity(C#) and the sensory stimulation system with EMS and Arduino.
- Covered by FastCompany, Wired Italy and Prosthetic Knowledge
- Will be presented at Chronus Art Center in Shanghai and Global Grad Show in Dubai Design Week 2017
- CAMIT Grants (Council for the Arts at MIT) recipient

TreeVR : sensory VR film that transform user into another life form with an automatic system alternating sensory stimuli featuring sound, haptics, scent, temperature and wind.

- Worked as the lead tactile designer, designed the multi-sensory system and also the customized haptic devices on arms.
- Presented at Sundance Film Festival 2017, TriBeCa Film Festival 2017, TED 2017
- Covered by New York Times, Creator's Project, Forbes, The Verge, Observer, TechCrunch, etc.
- HTC Vive VR for Impact recipient, in collaboration with Intel, Nvidia and Subpac

Wonder-LAND: Mixed-reality book system that encourages kids to learn science by discovering the invisible and experiment the impossible. It combines AR and VR technology with paper-based mechanisms from traditional pop-up book, movable cards, etc.

- Conducted ethnography research with kids, parents, educators, pedagogy experts and designers.
- Conceived the concept, prototyped dozens of demos and developed the functional system with Unity(C#) and GearVR.
- Brita-Stina Norderstedt Grants recipient.

Samsung Research America (SRA), Think Tank Team — Mar 2015 - Aug 2015

HCI Research Intern | Project SPOT - Motion Sensor and Touch System — *Mountain View, USA*

- Conceived the system enabling spacial creation, connection and control for IoT system in home and business scenarios.
- Designed and developed different concepts and user interfaces on Android mobile, wearable and TV (Java & depth-sensing)
- Presented at IFA 2015 and 2016, SDC 2016, piloted in Samsung stores in Korea and NYC.
- Commercialized as Motion Sensor Touch Solution in Samsung SMART Signage products, and filed patent US 20170054569

Designit — Sep 2014 - Jan 2015

User Experience Intern | IoT System for Gardena (Husqvarna) — *Copenhagen, Denmark*

- Formulated the service design journey and detailed user experience for the IoT system.
- Designed and prototyped the user interfaces for the mobile app, available on Google Play.
- Commercialized the final design as the Gardena Smart System.

Baidu Institute of Deep Learning (IDL) — Jun 2014 - Sep 2014

HCI Research Intern | 3D Stylus - AR Controller for 3D interaction — *Beijing, China*

- Conceived a novel interaction for 3D creation and control in AR, using background image tracking
- Designed different applications and scenarios for design, urban planning, medical training and storytelling.
- Developed prototypes for Android devices using Vuforia

Tencent — Jun 2012 - Sep 2012

Interaction Design Intern | Qzone — *Shenzhen, China*

- Designed user interfaces (blog, album and timeline) for Qzone
- Conducted thorough user experience report for the current Qzone and formulated exploration for a new version of Qzone

EDUCATION

Umeå Institute of Design, Umeå University Sep 2013 - Jun 2017

Interaction Design, Master of Fine Art *Sweden*

- User Centered Design, Service Design, Ethnographic Research, Storytelling
- HCI Research, Prototyping and Development (VR, AR, Arduino, Android), Video Prototyping
- Umeå University Full Scholarship Recipient

School of Computer Science, Zhejiang University Sep 2009 - Jun 2013

Industrial Design, Bachelor of Engineering *China*

- Product Design, Tangible Interaction Design, User Interfaces Design, Design Prototyping(Arduino, Processing)
- Computer Programming(C, C++), Electronics(basic), Mechanical Engineering(basic)
- GPA 3.85/4.0 (1st out of 50), China's National Scholarship recipient

SKILLS

Programming	Java, C#, C, C++, Android Development, Arduino, Processing
VR/AR Prototyping	Unity3D (C#) with Leap Motion, Vuforia, Kinect, Oculus, GearVR, Vive
Video, Motion & Sound	Premiere, After Effects, Audacity, script writing, storyboard, video shooting
Physical Prototyping	Arduino, electronics (basic), laser-cutting, 3D printing
UI Prototyping	Framer.js, Proto.io, Axture, Processing
2D Graphic	Photoshop, Illustrator, Indesign
3D Modelling	Rhino, Cinema 4D(basic), Maya(basic), V-ray
Other	User-Centered Design, HCI Research, Ethnography Research, storytelling

EXHIBITION

Global Grad Show, Dubai Design Week, 2017

TED Show, The Future You, 2017

TriBeCa Film Festival, VR Arcade, 2017

Sundance Film Festival, New Frontier, 2017

HumLabX Exhibition, The Future of Home, 2016

AWARDS

Core77 Award Student Runner Up, 2017

Core77 Award Student Notable, 2014

Reddot Design Award Winner, 2014

Reddot Design Award Honorable Mentions 2014

OzCHI 24h Design Challenge Winner, 2013

Reddot Design Award Winner, 2012

GRANTS & SCHOLARSHIPS

HTC Vive VR for Impact Grant 2017

CAMIT Grants (Council for the Arts at MIT), 2016

Brita-Stina Norderstedt Grants, 2015

Umeå University Full Scholarship , 2013-2017

China's National Scholarship, 2012