



# ALAN QIU

www.alanqiu.com

626.688.1536

jinyuanq@alumni.cmu.edu

## EDUCATION

### Carnegie Mellon University

Master of Human-Computer Interaction  
Pittsburgh Pennsylvania, 2015 - 2016

### University of Washington

Bachelor of Science  
Human Centered Design and Engineering  
Focus in Human-Computer Interaction  
Seattle Washington, 2011-2015

## SKILLS

### Research & Design

|                    |             |
|--------------------|-------------|
| Affinity Diagrams  | Photoshop   |
| Contextual Inquiry | Illustrator |
| Interviews         | Indesign    |
| Modeling           | Premiere    |
| Prototyping        | Sketch      |
| Storyboarding      | Invision    |

### Programming

|        |            |
|--------|------------|
| Java   | HTML/CSS   |
| C#     | Angular JS |
| Python | jQuery     |
| SQL    | PHP        |

### 3D

Unity  
Autodesk Maya  
Z-Brush

### Language

English  
Mandarin

## EXPERIENCE

### UI / UX Designer, Sony Pictures Entertainment (Crackle)

October 2016 - February 2017 / Culver City  
*Designing and prototyping for a cross-platform content streaming service.*

### UX Designer + Technical Lead, PNC

January 2016 - August 2016 / CMU Capstone Project  
*Designing and prototyping new features for mobile banking software.*

### UX / UI Designer + Developer, HTC

January 2015 - June 2015 / UW Capstone Project  
*Designing and developing new mobile virtual reality experiences.*

### Lead Web Developer, SkinMD

June 2014 - October 2014 / Seattle  
*Directed the design and implementation of external and internal sites.*

### Front-End Engineer, Cashvue

June 2014 - August 2014 / Seattle  
*Developing single-page web application using AngularJS and D3.*

### Undergraduate Researcher, WebLabUX

November 2013 - June 2014 / Seattle  
*Developing tools used to remotely study the effectiveness of information.*

### Title Graphics Editor, Colors7

July 2009 - October 2009 / Los Angeles  
*Designing 3D motion graphic title sequences in After Effects and Maya.*

## PROJECTS

### Gaia (Mobile App) | team of 4 in 3 months

*Personas, Storyboards, Paper Prototypes, Wireframes, Hi-Fi Prototype*  
A mobile application that increases user engagement with nature by allowing users to actively identify trees and vegetation by taking pictures.

### MyUHS (Mobile App) | team of 5 in 4 months

*Interviews, Contextual Inquiry, Affinity Diagramming*  
A cross platform app that helps students be on top of their health by making the health service visit much more accessible, flexible, and trustworthy.

## HONORS

### Dean's List

University of Washington  
*Spring 2013, Winter 2014, Spring 2013, Winter 2015*