

ERIC LI

UI/UX & Product Designer

Making forays into widely different fields, my interest has been to turn existing situations into preferred ones through the combination of creative design, modern technologies, scientific methods, historical insights, and social responsibilities.

CONTACT

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📄 issuu.com/zhenyil199/docs/final_8.5x11

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SKILL

- UI/UX Design
- Product/Service Design
- UX Research
- Adobe Illustrator
- Adobe Indesign
- Figma
- HTML/CSS/Javascript
- Rhinoceros 3D
- AutoCAD
- Python
- Unity

LANGUAGE

- Mandarin Chinese
- French

EDUCATION

Master of Human-Computer Interaction, CMU Aug 2022 - Aug 2023

B.A. in Architecture, CMU Aug 2017 - May 2022

Additional major in Human-Computer Interaction, minor in Biomedical Engineering
cGPA: **3.82** / 4.0, Dean's List **7 times**

EXPERIENCE

Product Designer (Team Lead), PLUS (PL2), Pittsburgh May - Aug 2022

Conducted external & internal audit on PLUS Training and **synthesized** findings in a competitive analysis
Conducted interviews with main stakeholders and **created** user journey maps and personas
Redesigned interfaces of PLUS Training to incorporate feedback from tutor training sessions
Organized and **planned** weekly team meetings and **coordinated** with other PLUS teams

HCI Researcher and Designer, UH Hospitals, Cleveland Jan - May 2022

Investigated into the divergent and scattered data reporting of national melanoma tumor boards
Created Google Form and Qualtrics prototypes to pinpoint what data and data formats are needed
Designed MELAbase prototypes to reduce tumor board reporting effort and create research-ready data
Implemented key interfaces of MELAbase and **created** future roadmap for clients

UI/UX Designer & Researcher, FDU & SHU, Shanghai Jun - Dec 2021

Conducted surveys with Shanghai teenagers on their knowledge of Shanghai history and culture
Designed and **curated** a Shanghai culture pavilion that triggered cultural memories through a bike tour
Researched and **compared** existing dialect-sharing platforms and dialect-collecting tools
Prototyped a Wechat built-in for building an active community around dialect sharing and collection

Designer & Lab Researcher, SJTU BME Lab, Shanghai May - Aug 2021

Wrote a comprehensive review article on current methods of early detection of pressure injuries
Conducted collaborative cell-culture experiments to understand cell responses to pressure stimuli
Designed a wearable blood-pressure monitoring device with finite elements and its user interface

Marketing Designer & Coordinator, CMU Summit, Pittsburgh Feb 2021 - Now

Designed CMU Summit invitation package and brochure and **created** a promotional video
Contacted and **invited** global tech leaders and entrepreneurs to give lectures/panel discussions
Coordinated and co-hosted the 10th (online) and 11th (in-person) CMU Summit

IxDS1 Student Teaching Assistant, CMU, Pittsburgh Aug - Sep 2022

Facilitated instructors in class discussion/critiques and **took** class attendance
Graded students' assignments and projects and **provided** timely feedback on Canvas

COMPETITION

UI/UX & Game Designer, indiePlay China, Shanghai May - Jul 2022

Brainstormed game ideas and elements based on the topics of "dream" and "non-Euclidean space"
Created and **detailed** game plots and narratives to reflect themes of illusion, distortion, and contrast
Designed and **implemented** key interfaces and interactions of game tutorial and game levels 2-5

UI/UX Designer, CMU Hack-A-Startup, Pittsburgh Nov 2021

Developed a business plan of a platform that allows easy and reliable transactions of bluetooth devices
Designed rapid prototypes of the platform website and **created** pitch slides to showcase our idea

Architect & Designer, Zhiyuan Library Design Comp., Chengdu Jul 2021

Conducted comprehensive environmental and cultural analysis of the remote areas of Liangshan
Designed a charity library inspired by "book as light" to enhance reading and learning experiences