

# Yufeng Zhao

## Interaction Engineer

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### Work Experience

#### InterDigital / UX Engineer

JAN 2022 - PRESENT, PITTSBURGH

I conduct user research on novel applications of future mobile networks, such as IoT and streamed immersive experiences. I design and implement prototypes to support the research process, including interactive screens, webpages, and VR experiences. I collaborate closely with network engineers to deliver user experience insights for future 6G standards.

#### Carnegie Mellon / VR Developer

JAN 2022 - MAY 2022, PITTSBURGH

I developed an experiment environment in VR to study and quantify the effect of change blindness in virtual environments. I created experiment protocols to ensure consistency across tests and pilot tested with 10+ participants.

#### New York University / Web Designer

JUN 2021 - JUN 2022, REMOTE

I designed and developed a no-code data visualization portal for students in Humanities Research Lab. My responsibilities include wireframes, user flows, and front-end development using React.js and Plotly.js. I communicated closely with data scientists and back-end developers to give users the most freedom to visualize data under technical constraints.

#### New York University / Associate Fellow

SEPT 2020 - AUG 2021, SHANGHAI

I gave lab sessions and technical workshops on creative coding, physical computing, and web development to 100+ students. I critiqued students' design & coding, and organized exhibitions in the Interactive Media Arts department.

#### OUTPUT / Creative Technologist

JUN 2019 - AUG 2019, SHANGHAI

I designed interactive experiences with TouchDesigner. Specifically, I implemented a real-time fluid rendering pipeline and evaluated technical feasibility.

### Education

#### Carnegie Mellon / MHCI

AUG 2021 - AUG 2022, PITTSBURGH

Contributed to several experimental projects including web usability, tangible interaction, holographic display & game design.

ACM CHI '22 student design competition 1st place

#### NYU Shanghai / BS in CS & Media Arts

AUG 2016 - MAY 2020, SHANGHAI

Exhibited interactive installations, films & virtual reality experiences at multiple venues. Assisted coding classes and managed maker space.

Dean's Research Symposium - Audience Choice

### Skills

**Design:** UI graphics • Strategy & vision presentations • User flows • Concept sketches • Wireframes & mockups with Figma • Style guides & pattern library

**Prototyping:** Rapid prototyping using Figma • Interactive flow with HTML & jQuery • Physical Computing with Arduino and Raspberry Pi

**Development:** Frontend - React, Tailwind, GASP, d3.js • Backend - node.js, Python • REST API • Database - SQL, MongoDB • Graphics - GLSL, three.js, TouchDesigner, openFrameworks, Unity

**Research:** Contextual Inquiry • Usability Testing • Comparative Analysis • A/B Testing & Experiment • Survey • Cognitive Walkthrough

**Collaboration:** Facilitating design critique • Mediating ideas • Detailed oriented • Task driven • Communicative • Flexible