

Hanhui Lu

Experience Designer • Illustrator

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SKILLS

Design

Interaction design
Visual design
Architecture design
Rapid Prototyping

Reserach

Competitive analysis
Personas
Affinity Diagram
Interviews
Storyboarding

Tools

Autodesk Maya
Paper&pen
Sketch
Illustrator
Photoshop
After effect
Autocad
Sketchup

ACTIVITIES

Office manager

Student Association

Event planner

Campus Fashion Design
Competition 2015

Architect

Guyu Cup National
College Students Sustain-
able Architectural Design
Competition 2017

UX Designer

UXD Award 2018

Volunteer

Guangzhou Guide Dog
Training Center

EDUCATION

Carnegie Mellon University, Entertainment Technology Center

Aug 2019-May 2021 Master of Entertainment Technology

Beijing University of Civil Engineering and Architecture

Sep 2013-Jul 2018 Bachelor's Degree of Architecture

WORK EXPERIENCE

Bimwinner I UX Design Intern

Beijing I Feb 2018- Mar 2018

- Analyzed and synthesized data from usability tests and interviews to understand users' pain points when using the app-House Description
- Worked closely with engineers to find solutions to deal with users' problems. Designed the low-fidelity prototypes and UI elements.

BIAD-UFo I Architecture Design Intern

Beijing I Jul 2017- Oct 2017

- Modified the plans of the underground space in front of Beijing New Airport Station and labeled the size of them. Drafted the sections and node details of the diesel generator.
- Calculated the building area of each civil air defense and verified whether each area met the space requirements of each equipment.

PROJECTS

Building Virtual World (ETC) I Artist

Academic project I Aug 2019- Dec 2019

- Collaborated with teams to design a creative and interactive virtual world in two weeks for 5 rounds.
- Designed for HTV Vive, Magic leap and Kinect platforms.
- Created 3D models, 2D illustrations, animations and physical props.

EasyMedic I UX Designer

Self-project I Aug 2018- Oct 2018

- Conducted 1 to 1 interviews, shadow observation and competitive analysis to categorize the user types, understand users' needs.
- Based on researches, prototyped and designed a mobile application to shape concepts and insights into the final solution.

Shijingshan Hospital Reconstruction I Architect

Graduation Project I Feb 2018- Jun 2018

- After defining the problems of spatial organizations, applied the main street and bridges to connect spaces and rearrange the functional area to help patients find their destination quickly.
- Applied color codes to redesign the identification system.