

TIANCHI FU

Tech-Savvy UX Designer | Product Manager | Life Enthusiast

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WORK

UX Designer Intern

Jun 2022 - Sep 2022

Huawei Technologies Co. Ltd

- **Designed and prototyped** a window management system optimized for foldable PCs, facilitating task switching while reducing user distraction, serving as unique differentiator for Huawei's new PC category. Patent application is under review.
- **Researched** thoroughly on existing window management solutions through paper and patent research, competitor analysis, and 5 in-depth interviews, uncovering 4 key insights that inform design decision.

UX Designer

Sep 2022 - Jan 2023

WolverineSoft Game Studio (Student-Run Studio since 1999)

- **Collaborated with** 5 cross-functional teams on a Unity strategy game from design to launch using an Agile development framework in 4 sprints.
- **Designed and prototyped** the core game tutorial flow for ship-building and combat, achieving 3 iterations to streamline the tutorial in 3 weeks.
- **Initiated** a complete shop redesign to facilitate the purchasing process, leading to around 30% increase in efficiency.
- **Documented and communicated** design for tutorial, narrative, game UI, and shop/inventory interactions.

UX Designer Intern

Jan 2022 - Apr 2022

Backyard Brains

- **Evaluated and redesigned** a neuroscience simulation software that allows students to build brain models and test on educational robots, leading to 15% increase in avg. SEQ score and 20% decrease in learning time.
- **Led** the user testing on final design using a Wizard-of-Oz approach by preparing and organizing test scenarios and assisting teammates to practice as Wizards.
- **Won** 1st Place "Best Project" at 2022 University of Michigan HCI Design Exposition based on over 400 voting participants.

Product Manager Intern

Jan 2021 - Apr 2021

Jinyu Technology Co. (Series A+ company in AI interview industry)

- **Drove** the design and development of AI interview onboarding feature, leading to a 20% increase in student satisfaction.
- **Designed and launched** interview appointment feature to improve interview efficiency for hiring managers, attracting 30+ paid companies in first two months.
- **Created** target customer personas by analyzing company information and feature usage using SQL, providing insight for future product and pricing strategies.
- **Authored** a 40-page product user manual and **led** online training sessions on product functions for 10+ sales staff members, boosting service efficiency by 20%.

PROJECT

Product Designer & Developer

Sep 2021 - Apr 2022

Homes Off Campus - A housing website for college students

- **Initiated** the design and evaluation of a housing website that simplifies the process of finding credible off-campus housing for new college students, receiving a 100% score in likelihood of using the product out of 5 user tests.
- **Developed** a mobile App version of the housing forum feature using React Native and Firebase as backend.

EDUCATION

University of Michigan, Ann Arbor

M.S. Human-Computer Interaction

GPA: 3.8 | Sep 2021 - May 2023

Shanghai Jiao Tong University

B.A. Electrical & Computer Engineering

Minor in Data Science

GPA: 3.51 | Sep 2017 - Jun 2021

SKILLS

Design

Interaction Design

Game Design

Graphic Design

Sketching

Wireframing

Prototyping

Web Design

Mobile Design

Research

Contextual Inquiry

Competitor Analysis

Heuristic Evaluation

Interviews

Surveys

Usability Testing

Development

Python

C++

React Native

R

HTML/CSS/JS

React

Unity (AR)

SQL

Product Management

Jira

User stories

Confluence

PRD

AWARD

Best Project

U-M HCI Design Exposition 2022

Team of 5

Neuroscience software redesign that encourages better learning and experimentation