

# 杨兴宇



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我是一名人机交互研究员与交互设计师, 本科期间受过产品设计和视觉传达设计的系统训练。研究生期间, 我的毕设项目长论文Thermalwear被CHI2020(人机交互国际A级会议)收录并发表。目前, 我签约奥地利萨尔茨堡大学的人机交互中心, 从事事实交互在远程交流领域的博士研究。

## 教育背景

硕士 2017 - 2019

代尔夫特理工, 荷兰 - 交互设计

用户及情境研究, 产品可用性及用户体验测试, 实验设计, 交互设计理论和技术, 人机交互新技术探索, 可穿戴设计, 游戏化设计

学士 2012 - 2016

大连理工 - 工业设计

产品设计, 产品系统设计, 视觉传达设计, 视觉系统设计, 设计相关理论(设计心理学, 人机工程学, 感性工学等)

## 技能&语言

### 技能

设计研究	视频编辑
用户界面设计	设计表达(手绘, 场景图制作)
用户体验设计	可穿戴设备开发
视觉设计	Adobe设计工具
产品设计	Arduino智能硬件

### 语言

中文  
英语(商务沟通无障碍)

## 项目经历

体感交互研究员 - 荷兰国家计算机与数学研究所 2019/01 - 08

研究所的分布式互动系统是荷兰人机交互领域的重要机构。我在组里做硕士毕设, 研究穿戴式的温度反馈如何影响情绪交流, 进而促进语音信息的情感体验。研究发现热的刺激会增强语音中积极情绪的理解, 冷的刺激则对消极情绪的理解有促进作用。此研究对AI语音或语音机器人的开发, 训练自闭症患者感知情绪有指导作用。项目中, 我初步研究了不同织物作为温度传递媒介的潜力以及人类情绪感知的理论。同时, 我设计并制作了穿戴式温度反馈的原型, 设计并组织了实验, 分析了实验数据。根据项目写出的长论文被国际人机交互A级会议CHI2020(ACM SIGCHI计算系统中的人因学会议)收录并发表。

企业合作 - 利用穿戴式血压监测仪管理饮食 2018/11 - 2019/02

我们围绕一款穿戴式血压检测仪Heartisans生成服务设计概念, 探索如何帮助难以维持健康饮食的人群管理饮食状况, 调整饮食习惯。项目中, 我们根据调研制定了服务设计蓝图。项目产出为服务设计蓝图, 相关APP和网页概念, 以及根据项目整理的学术报告。我的贡献为部分桌面调研, 工作坊筹备, 设计概念产出以及最终的APP端UI设计。

儿童游戏设计(与代尔夫特国际小学) 2018/11 - 2019/02

根据儿童玩耍行为的理论, 我们设计并测试了一款卡片收集游戏。儿童以收集卡片并汇总分数为目标, 按照卡片上的动物图案发挥相应动作。这款游戏旨在促进儿童的运动性玩耍以及同伴间的互动。我们制作了原型, 并与代尔夫特小学合作, 邀请两组小学生体验游戏并记录了反馈, 对游戏作了评估。我们发现游戏的竞争性会抑制游戏者之间的互动, 而卡片的层级不够鲜明则会降低收集过程的吸引力。根据卡片内容设置更丰富的游戏情节是游戏改良的方向。我参与了设计和原型制作。在用户测试阶段, 我负责观察参与者的行为, 整理并分析测试结果。

商业VR/AR设计 - 荷兰Dreamlake 2018/07 - 10

Dreamlake是荷兰的一家初创公司, 聚焦用VR/AR技术提高企业的创新和商业活力。我参与一家荷兰实体零售巨头VR室内设计的投标工作, 负责产出设计概念并将其视觉化, 参与标书制作。期间, 我也进行了VR开发的初步探索, 了解了用UE4的蓝图进行VR开发的基本操作。

企业合作 - MICROLIFE@HOME血压仪APP改良 2018/02 - 07

Microlife是一家血压仪生产商, 产品有血压仪以及配套的APP和网页系统。我们与其合作, 改良其APP的UI。分析原有APP, 我们发现其功能结构不符合用户的使用流程, 具体的UI元素也有很多模糊不清之处。据此, 我们重新设计了APP的信息架构以及UI, 并通过用户测试确定了最终的设计。我的贡献有用户走查, 现有问题分析与整理, 部分设计概念生成, 用户测试的材料制作, 新交互流程的梳理, 最终UI以及项目主视觉。项目的调研结果和最终概念被Microlife用作下一步APP改良的参考。我们团队也收到了合作实习的邀请。

设计研究助理 - 上海桥中商务咨询 2017/04 - 06

桥中是一家咨询公司。我参与项目组的客户是一家德国车企, 我们为客戶在中国市场的自动驾驶和共享汽车布局做调研。我的主要工作有桌面调研与报告整理, 筹备共创工作坊, 整理工作坊数据并将数据可视化。

创业项目 - 猫匿 2015/05

我作为UI设计师与计算机系同学开发了校园匿名社交APP“猫匿”, 旨在打造校园专属的匿名社交网络, 供大学生休闲并分享信息。高峰时日互动量200+, 并且入围了阿里巴巴举办的阿里百川Hackson大赛。

# XINGYU YANG



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I'm a human-computer interaction (HCI) researcher and interaction designer with an industrial design background. My master thesis "Thermalwear" resulted into a long paper, which has been submitted as a full paper to ACM CHI 2020. Currently, I study tangible interaction in the context of remote communication as a Phd candidate in the center for HCI, Salzburg University, Austria.

## EDUCATION

**Msc** 2017 - 2019

### **TU Delft, the Netherlands** **Design for interaction**

Context research, Usability test, Empirical study, Interaction design methods and skills, Interactive technology exploration, Wearables, Design for play

**Bsc** 2012 - 2016

### **Dalian University of Technology, China** **Industrial design**

Product and system design, Visual communication design, Design theories (design psychology, Ergonomics, Kansei Engineering, etc)

## SKILLS & LANGUAGES

### **Skills**

Design research  
UI design  
UX design  
Visual design  
Product design  
Video editing

Sketching

Fabrication

Adobetoolkit

Arduino

### **Languages**

Chinese (native)

English (professional proficiency)

## EXPERIENCE

**HCI researcher** 2019/01 - 08

### **Centrum Wiskunde & Informatica, Amsterdam, NL**

I did my master thesis in the distributed and interactive systems group (an important HCI research group in NL) of CWI to investigate wearable, on-chest thermal displays and how they influence voice processing. My work contributes a better understanding of how thermal displays can augment voice perception, which can enhance voice assistants and support individuals with emotional prosody impairments. A long paper was developed out of this work and has been submitted as a full paper to ACM CHI 2020.

**Service design** 2018/11 - 2019/02

### **Cooperate with Heartisans**

We generated a service design concept around a wearable blood pressure monitor. The service aims to help people with difficulties maintaining a healthy diet to manage their diet and adjust their eating habits. We produced the service design blueprint. The final output is a service design blueprint, related digital concepts, and an academic report. My contributions are part of desktop research, workshop preparation, design concept generation and the APP-side UI design.

**Design for children's play** 2018/11 - 2019/02

### **Cooperate with Delft International School, Delft, NL**

According to children play theories, we designed and evaluated a card collection game. The game aims to promote children's physical play and peer interaction. We invited primary school students to experience the game and record their feedbacks. We found that the competitiveness of the game would inhibit the interaction between players, and the card hierarchy was not noticeable enough to engage the children in collecting. Enriching game plots and the storytelling based on card content is a direction to improve the play quality. I was involved in the concept design and prototyping. During the user tests, I was responsible for observing participants and analyzing the test results.

**Design for VR/AR** 2018/07 - 10

### **Dreamlake, Utrecht, NL**

Dreamlake is a start-up focusing on increase clients' innovation and business vitality with VR/AR solutions. I participated in the bidding of VR interior design for a Dutch physical retail giant. I was responsible for generating and visualizing design concepts, and preparing the proposal. Meanwhile, I started my preliminary exploration of VR development with Unreal Engine 4.

**Redesign of Microlife@Home APP** 2018/02 - 07

### **Cooperate with Microlife**

Microlife is a health care company. Its products include blood pressure monitors and supporting softwares. We worked on improving the UI of its APP. We found that the APP's original structure did not meet the user's task flow. There were also ambiguities in UI elements. Thereafter, we redefined the interaction flow and designed the information architecture and UI. We determined the final design through usability tests. My contributions include usage inspection, problem statement, part of the concept generation, producing user test materials, defining desired task flow, final UI and the visual of the project. Our research and design outcomes were used by Microlife as references for its APP improvement. Our team was also invited for further cooperation.

**Design research assistant** 2017/04 - 06

### **ChinaBridge, Shanghai, China**

ChinaBridge is a consulting agency. My client is a top German automotive brand. We help to identify design directions and innovation opportunities for future A-segment vehicles, and help their newly established China-based design team enhance its design research capabilities and adopt consumer insights into the style-oriented concept development approach. My work includes desktop research and report arrangement, preparation of co-creation workshops, collating and visualizing the data from workshop.

**Entrepreneurship Program** 2015/05

### **Maoni APP, Dalian, China**

I created Maoni, an anonymous social APP based on locations, with students from computer science. We aimed to create a campus-only social network for college students to relax and share information. Daily active users were 200+ on peak times. Our team was shortlisted for the Alibaba's Alibaichuan Hackson.