ERIC YU

product designer

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work experience

UX Designer | MathWorks
December 2022 - Present

Leading design workshops and interface work on 5 projects involving hardware connections and interactions in MATLAB.

Interviewing internal and external users before designing new workflows and UI elements for MATLAB Mobile.

Updating MathWork's design system, adding 20+ themeable icons for MATLAB Desktop and Online, standardizing across 4 different areas.

Collaborating closely with developers, marketers, designers and researchers on generative AI user interactions in MATLAB.

Contributing to MathWork's accessibility and inclusivity efforts, creating an internal checklist for helping neurodivergent users.

Senior Animation Designer | Robotics Institute
February 2018 - September 2021

Generated synthetic visual data to help improve and train computer vision models for machine learning.

Used Maya and Blender to create photorealistic environments, producing millions of images for testing.

Coded Python scripts to optimize scene creation, reducing scene creation time by 67%.

Created realistic assets and animations; tasks included rigging, motion capture, modeling, and render optimization.

UX and Front-End Intern | Bank of New York Mellon
June 2016 - August 2016

Improved the notifications of NEXEN, a business application, with heuristic reviews, user flows, and interactive prototypes.

Conducted user tests for NEXEN with face-to-face interviews as well as usability tests.

Implemented front-end changes in NEXEN using AngularJS.

projects

Product Designer | Project Archer x MHCI+D (Capstone)
March 2022 - August 2022

Prototyped 3D scanning and augmented reality interactions using Blender and Unreal Engine 5.

Designed end-to-end flows, journey maps, and high-fidelity mobile wireframes for a new used furniture renting app concept, Rentable.

education

University of Washington
October 2021 - August 2022

Master of Human-Computer Interaction + Design

Carnegie Mellon University
September 2013 - August 2017

BSc in Information Systems
Minors in Animation, Design

skills

Design
Interface Design
Motion Graphics
Rapid Prototyping
Wireframing
Visual Design
Storyboarding
Personas
Brainstorming
3D Modeling

Research
Card Sorting
Competitive Analysis
Benchmarking
Literature Review
Usability Testing
User Interviews
Heuristic Evaluation

Tools
Figma
Adobe Suite
Maya/Blender
Substance Painter
Arduino
CSS/HTML/Javascript
Generative AI
Python
Unity/Unreal Engine