ERIC YU

Senior UX Designer

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Senior UX Designer with expertise in design systems, emerging tech, AI interactions, and cross-platform product design, from mobile and desktop to hardware and spatial computing.

work experience

Senior UX Designer | MathWorks

December 2022 - Present (Natick, MA)

- Designed MATLAB Copilot's mobile interface, establishing its design system and driving internal/external usability testing, leading to Copilot becoming the most used feature on MATLAB Mobile Android, reaching a 14.4% attach rate.
- Led UX design and cross-functional teams across 5 hardware-connected MATLAB projects (such as Oscilloscope Explorer).
- Expanded MathWorks' internal design system with 100+ dark/light themeable icons across MATLAB Desktop and Online, standardizing components across 4 product areas.
- Partnered with engineering, marketing, and research to define generative AI interactions and agentic workflows in MATLAB.
- Led inclusivity initiatives, authored an internal accessibility checklist for neurodivergent users, and mentored junior designers through company-wide UX workshops.

Senior Animation Designer | Robotics Institute

February 2018 - September 2021 (Pittsburgh, PA)

- Created photorealistic 3D environments and assets in Maya and Blender (including rigging, modeling, and motion capture) generating millions of synthetic images to train computer vision models.
- Coded Python scripts to optimize scene creation, reducing scene creation time by 67%.
- Produced realistic animations and render-optimized assets for ML training pipelines.

education

University of Washington

October 2021 - August 2022 (Seattle)

Master of Human-Computer Interaction + Design

Carnegie Mellon University

September 2013 - August 2017 (Pittsburgh)

BSc in Information Systems | Minors in Animation, Design

skills

Design

Interface Design, Motion Graphics, Prototyping, Information Architecture, Wireframing, Visual Design, Storyboarding, Personas, Brainstorming, 3D Modeling, WCAG, Agile

Research

Card Sorting, Competitive Analysis, Literature Review, Usability Testing, UserInterviews, Heuristic Evaluation, Synthesis, A/B Testing, Workflow Mapping, Workshops

Tools

Figma, Claude Code, Adobe Suite, Maya, Blender, Substance Painter, CSS/HTML, JavaScript, Python, Unreal Engine, Unity, JIRA, Confluence, Generative AI, Agentic AI