Jenny Yu

Design researcher with strong qualitative and mixed-methods experience, focused on understanding human experience and translating research insights into actionable design guidance across digital and built environments.

Seattle, WA
617-283-3536
www.jennyyuportfolio.com
jennyyu2003@gmail.com

PROFESSIONAL EXPERIENCE

User Experience Research Intern   **May 2024 – Aug 2024**
Ansys, Canonsburg, PA

- Designed and led mixed-methods research (diary studies, interviews, focus groups) to gather insights and identify opportunities in AI adoption, informing product direction and enterprise AI strategy, and presented research findings to stakeholders.
- Reviewed and streamlined IT Enterprise Architecture documentation by clarifying system relationships and improving information flow for technical users.

User Experience Design Intern   **Jun 2023 – Aug 2023**
UnitedHealthcare, Minnetonka, MN

- Collaborated with data scientists and engineers across 8 stakeholder interviews and feedback sessions to refine design direction, prioritize features, and align solutions with technical constraints for employee-facing applications.
- Redesigned an internal data visualization website in Figma, delivering production-ready UI, dashboards, and interaction flows that improved navigation clarity and enabled executives to identify key insights more efficiently.

Brand Consulting Team Lead   **Sep 2022 – Jan 2024**
Cornell Medium Design Collective, Ithaca, NY

- Led research, design, and MVP development for three early-stage startups, translating user and market insights into cohesive brand and product strategies.
- Developed brand identity, product concepts, and digital prototypes, designing web, mobile, and spatial experiences that clarified product value and market positioning.

Teaching Assistant   **Aug 2023 – Dec 2023**
College of Computing and Information Science, Cornell University, Ithaca, NY

- Led workshops for 50+ students on Figma and prototyping tools, facilitating interactive learning sessions for INFO 3450: Human-Computer Interaction Design.
- Evaluated 12 student projects per week, providing constructive feedback that supported iterative refinements and resulted in stronger final project outcomes.

RESEARCH EXPERIENCE

Research Assistant and REU Intern   **Jan 2023 – Sep 2025**
Architectural Robotics Lab, Cornell University, Ithaca, NY

- **Robot-Rooms** – Conducted literature reviews, designed surveys, facilitated co-design sessions, and analyzed data to understand public expectations of architectural robots for compact urban living.
- **Mirrorbot** – Led a user study and qualitative analysis to evaluate how a social robot fosters playful, nonverbal interactions among strangers in public environments.
- **e-MoBo** – Supported prototyping, user testing, and data collection for a therapeutic robot enhancing expression and communication for children in clinical settings.
- **Home+** – Produced UX design guidelines and prototypes balancing usability, aesthetics, and mechanical needs.

PUBLICATIONS

- [Mirror-mediated eye contact, **CHI '26**]: Using mirrors to reconfigure visual fields in space to invite spontaneous connection between strangers.
- [Reconfigurable living spaces, **CHI '26**]: A full-scale, manipulable cardboard room as a design instrument for imagining reconfigurable domestic futures.
- [Mirror-mediated eye contact, **HRI '26**]: Fostering serendipitous eye contact between strangers with a robotic mirror system.
- [Reconfigurable living spaces, **RO-MAN '25**]: When the robot surrounds us: Co-designing a new kind of human-robot interaction in a full-scale Robot-Room prototype.

EDUCATION

University of Washington
Sep 2025 – Jun 2027 (Expected)
M.S. in Human Centered Design & Engineering
GPA: 4.0

Cornell University
Aug 2021 – Dec 2024
B.S. in Information Science
Concentrations: User Experience and Behavioral Science
Minor in Design Innovation & Strategy
GPA: 3.995, Dean's List, summa cum laude

SKILLS & TOOLS

Qualitative Research
Interviews, Focus Groups, Behavioral Observation, Usability Testing, Journey Mapping, Literature Reviews, Personas, Recruitment, Co-Design, Affinity Mapping, Thematic Analysis, Research Synthesis

Quantitative Research
Survey Design, Experimental Design, Data Cleaning, Statistical Analysis, Data Visualization

Design
UI Design, Accessibility (WCAG), Wireframing, Prototyping, User Flows, Information Architecture

Tools
Miro, Adobe Creative Suite, Google Forms, Microsoft Office (Word, PowerPoint, Excel)

Programming
Python, R, SQL, HTML/CSS, JavaScript, D3.js