

JENNY YU

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PROFILE

UX Researcher with strengths in combining qualitative research, creative ideation, and visual storytelling to develop experiences that prioritize human connection, accessibility, and mental well-being.

EDUCATION

University of Washington, Seattle, WA Sept 2025 – Jun 2027 (expected)
M.S. in Human Centered Design & Engineering GPA: 4.0

Cornell University, Ithaca, NY Aug 2021 – Dec 2024
B.S. in Information Science, Minor in Design Innovation & Strategy GPA: 3.995 | summa cum laude | Dean's List

PROFESSIONAL EXPERIENCE

Research Assistant & REU Intern | Architectural Robotics Lab @ Cornell University, Ithaca, NY Jan 2023 – Sep 2025

- **Robot-Rooms** – Conducted literature reviews, designed surveys, facilitated co-design sessions, and analyzed data to explore interaction modalities and perceptions of architectural robots for compact urban living.
- **Mirrorbot** – Facilitated between-subjects study sessions (including observation and interviews) and conducted data analysis to evaluate how a social robot fosters serendipitous interactions among strangers in public environments.
- **Home+** – Produced digital sketches in Figma to guide the casing design for an assistive furniture robot, balancing usability, aesthetics, and mechanical requirements.

UX Researcher – Intern | Ansys, Canonsburg, PA May 2024 – Aug 2024

- Designed qualitative research protocols (surveys and focus groups) to identify AI use cases for improving workflow efficiency in corporate settings.
- Reviewed and streamlined IT Enterprise Architecture documentation by clarifying system relationships and improving information flow for technical users.

UX Designer – Intern | UnitedHealthcare, Minnetonka, MN Jun 2023 – Aug 2023

- Collaborated with data scientists and engineers to gather requirements and translate them into design decisions for an employee-facing application.
- Redesigned and prototyped an internal website to streamline navigation and improve content discovery efficiency.
- Created intelligent UI prototypes for internal dashboards to enhance user experience and enable more effective data storytelling across teams.

Teaching Assistant | College of Computing and Information Science @ Cornell University, Ithaca, NY Aug 2023 – Dec 2024

- Facilitated hands-on workshops on Figma and prototyping for 50+ students in a Human Computer Interaction Design course.
- Evaluated 12 student projects per week, providing constructive feedback to support iterative refinements and stronger final project outcomes.

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

- Led cross-functional teams to design brand and digital MVPs for early-stage startups, including Adaptive Rentals and Cloud Delivery Solutions, aligning stakeholder requirements, defining goals, and managing priorities through feedback and testing.
- Delivered brand identities, product concepts, and high-fidelity digital prototypes across web, mobile, and floor plans to communicate product value and positioning.

PUBLICATIONS

- “When We're Looking at the Robot, We See Each Other”: A Comparison of Robotic, Mirror Based, and Hybrid Interventions for Stranger Interaction. (CHI '26)
- Reconfiguring the Home: Co-Designing the Future of Adaptive Domestic Environments. (CHI '26)
- Robot-Mediated Mutual Gaze: How a Mobile Robot with Actuated Mirrors Facilitates Encounters Between Strangers. (HRI '26)
- Co-Designing a New Human-Robot Interaction in a Full Scale, “Robot-Room” Rapid Prototype. (RO-MAN '25)

SKILLS

Qualitative Research: User Interviews, Usability Testing, Journey Mapping, Literature Reviews, Co-Design, Affinity Diagramming, Thematic Analysis, Research Synthesis

Quantitative Research: Surveys, Experimental Design, Data Cleaning, Visualization, Statistical Analysis

Design: Personas, User Flows, Information Architecture, Wireframing, Prototyping, Web Accessibility (WCAG), Interaction Design

Tools: Figma, Miro, Microsoft Office Suite, Adobe Creative Suite, Google Forms

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