

Yingli Sieh

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Experience

ExpII • UX Research Intern

Aug 2019 – Current

Established the UX strategy for a crowd-sourced educational platform. Conducting user testing for educational content influencing redesigns of the product to improve accessibility and comprehension for K-12 students.

MHCI x Liquidnet • UX Research Lead

Jan 2019 – Aug 2019

Designed prototypes and best practices for trader interactions with alert systems in institutional investment software. Developed research plans, organized user recruitment, and validated designs in remote user testing.

Carnegie Mellon University • Community Advisor

May 2018 – May 2019

Refined overall vision and directed programming for a housing community of 400+ students. Managed 11-person staff in developing educational initiatives, self-development tools and conflict management strategies.

OH! Lab • RoboTutor Research Assistant

June 2018 – Aug 2018

Planned behavioral data synthesis to evaluate student-tablet interaction under the RoboTutor project, a XPRIZE Global Education finalist project.

Folia Water • Microbiology Lab Manager

Aug 2016 – Dec 2016

Wrote protocols and managed lab testing on the performance of Folia Filters and Tasita products, featured in the Smithsonian's Lemelson Center for the Study of Invention and Innovation.

Leadership

Tri Delta Diversity and Inclusion Task Force • Delegate

One of two undergraduate selected delegates evaluating inclusivity messaging. Focused on revision of national bylaws to reflect "Be Kind" initiatives towards all members, particularly transgender individuals.

Educational Technology Club • President

Coordinated with Google to start now-annual hackathon for 40+ students designing EdTech solutions. Managed operations, member recruitment, and industry networking events.

Education

Carnegie Mellon University

Master of Human-Computer Interaction

Expected December 2019

B.S. Cognitive Science, additional major in Human-Computer Interaction

May 2019, GPA 3.60

Skills

UI / UX Design

Behavioral Research

Project Management

User Testing and Recruitment

Wireframing and Prototyping

Tools

Design

Adobe Illustrator, InDesign & Photoshop; Figma, Sketch

Prototyping

InVision, Principle, Balsamiq Wireframing

Programming

HTML5, CSS3, JavaScript, Python, C

Coursework

User-Centered Research and Evaluation

Communication Design Fundamentals

Computing for the Crowd and Cloud

Programming Usable Interfaces

Interaction Design Studio II

Human Factors

Honors

Psi Chi Honor Society

Order of Omega Honor Society