

Shang-yu Huang

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[Online Portfolio](#)

PROFESSIONAL SUMMARY

- Created user experiences that embody seamless user flows
- Looking to focus on multisensory interaction in the future
- Skilled in rapid prototyping with development boards like Arduino

PROJECTS

- Embodied grocery shopping at Target for parents and children from 6 to 12
- Redesign the user flow of Domino's App ordering
- "Energy Bank" Bicycle energy recycle device

EXPERIENCE

Teaching Assistant, Primary Software Teacher

06/2022 – 08/2023

Art First Education, Wuhan China

- Assist the teaching manager in daily communication with students and their parents
- Teach design software courses for students in junior interest class, involving modeling software, blender, Adobe illustrator, etc.
- Organized monthly student works exhibition
- Participated in the "**Unbounded New Sound**" 2022 IAMHERE Annual Exhibition of Young **Artists** with the work of "Energy Bank"

SKILLS

- **Hands-on ability: Arduino prototype production, circuit soldering**
- **Mechanical Drawing Software: SolidWorks, AutoCAD**
- **Mechanical Simulation Software: Ansys**
- **Interactive Design Software: Figma, Adobe XD, Adobe illustrator**

EDUCATION

Bachelor of Engineering, Mechanical Engineering

09/2017- 06/2021

Wuhan University of Science and Technology

Master of Science, Human computer interaction

08/2023 - Present

Indiana University, Bloomington

AWARDS/RECOGNITIONS/VOLUNTEER WORK

- **Volunteer Interpreter** The 7th CISM Military World Games 10/2019-11/2019
- **Campus Guide** The Cooperation between International School and Deakin University 09/2019