Szu Yu (Cyn) Liu

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PROFILE

PhD candidate in HCI with a background in product design. I engage with the political, cultural, and environmental dimensions of design and technology. My research translates ambiguous questions to actionable design strategies to promote justice, inclusivity, and sustainability through design.

SKILLS

Research
Ethnography, field studies, interview, observation, survey, cultural probe, diary studies, participatory design, co-design, usability testing, card sorting, contextual inquiry, cognitive mapping, competitive analysis, behavior persona, desk research, customer journey map

Design
Photoshop, Illustrator, InDesign, Pro/ENGINEER, wireframing, freehand sketching, rapid prototyping, 2D/3D fabrication

Language
English, Mandarin (Chinese)

SELECTED AWARDS

Honorable Mention Paper Awards (HM, top 5%)
CHI'19 (2 awards); TEI'19

Research Awards
Ph.D. Research Grant, Ministry of Education, Taiwan ($32,000)

Design Awards
Good Design Award (2015);
iF Concept Award (2012)

SERVICES / LEADERSHIP

- Conference Program/Organizing Committee: CHI'20 (LBWs AC), DIS'19 (Pictorial AC), DIS'19 (Student Volunteer Chair), TEI'19 (Publicity Chair)
- Conference Reviewer: CHI'18-20, DIS'19-20, C&C'19

EDUCATION

Ph.D., Human-Computer Interaction (Informatics)
2016 – 2020 (expected) | Indiana University | Advisors: Jeffrey Bardzell, Shaowen Bardzell

M.S., Human-Computer Interaction (Informatics)
2016 – 2018 | Indiana University, Bloomington, IN

M.Des., Product Design
2010 – 2013 | Taiwan Tech, Taipei, Taiwan | Advisor: Jeng-Neng Fan

B.Des., Product Design (honors)
2006 – 2010 | Taiwan Tech, Taipei, Taiwan

PROFESSIONAL EXPERIENCE

Research Intern, Snap Inc.
Jan 2020 – May 2020 | Seattle, WA | Human-Computer Interaction Research
- Design and led a mixed method study combining surveys and interviews to understand the landscape of collocated interactions. Identified product development opportunities and outlined design guidelines for Snap for augmenting in-person activities

Research Intern, Microsoft Research
May 2019 – Aug 2019 | Redmond, WA | Urban Innovation Initiative
- Led 12 interviews, 12 cognitive mapping sessions, and 2 co-design workshops to study the experiences, perceptions, and implicit knowledge people have with air pollution
- Identified design strategies of augmenting environmental measurements to support behavior change, community wellbeing, and social equity
- Collaborated closely with project managers, researchers, designers, and engineers to create and deploy a low cost, low powered air pollution sensing platform that drastically increases the granularity of urban environmental sensing by 10-100 times

User Experience Researcher / Designer, ASUS
Mar 2015 – May 2016 | Taipei, Taiwan
- Led user studies and cross-functional co-design sessions to identify the user, technology, and business trends/opportunities that directly influenced ASUS's 3-10 years roadmap
- Collaborated closely with product managers, marketers, designers, and engineers to deliver better user experiences and new design features for ASUS products and services; main projects included smart home device, health tracker, and mobile imaging

Product Designer, ASUS
Mar 2014 – Mar 2015 | Taipei, Taiwan
- Led the design of the award-winning Google On-Hub router and VivoMini PC; involved in the entire product development process from ideation to mass production
- Brainstormed use case scenarios and prototyped design proposals on various pioneering products, including home robot, curved monitor, and portable projector

DOCTORAL RESEARCH AND DISSERTATION

Design with, through, and for Human-Nature Interaction | June 2017 – Present
- Led and conducted ethnographic fieldwork on collaborative making, experimental farming, and environmental sensing; mentored 3 Informatics undergraduate and 2 graduate students in creating physical computing prototypes to identify and evaluate guidelines of designing for diversity, inclusion, and sustainability
- Proposed strategies to design for multispecies collaboration and cohabitation; findings outlined in multiple first-author publications at top HCI conferences: CHI'19 (Paper; HM), TEI'19 (Paper; HM), DIS'19 (Workshop Proposal), LIMITS'18 (Paper), DIS'18 (Pictorial)