

Szu Yu (Cyn) Liu

Seattle, WA 98115
www.szuyuliu.com
cynliu@iu.edu
812.361.0167
www.linkedin.com/in/cynslu

PROFILE

PhD candidate in HCI studying human-nature interaction to develop methods and applications for understanding nontraditional users and novel use scenarios. I translate ambiguous research questions to actionable design strategies to promote 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

- Surveying, designing, and prototyping technologies to bring joy to in-person interactions; identifying product development opportunities for Snap; outlining research findings and submit to a top HCI venue (expected)

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)