HUA TONG

HCI & Interaction Design Researcher • Architecture + HCI Dual Major • Tangible Interaction & Digital Fabrication

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Hi, I am Hua, an interdisciplinary designer from CMU Architecture and HCI. In undergrad, I built things at many scales, from digital interfaces to full-size structures in the real world. I also bring hands-on UI/UX experience from game and tech companies, and I now work as a researcher in university HCI labs. I love turning ideas into things people can see, touch, and use.

EDUCATION

B.A. in Architecture, Additional Major in HCI / Carnegie Mellon University / Pittsburgh, PA
2022.8 – 2026.5
- GPA: 3.6/4.0 • College Honors • University Honors • Dean's List 2024-2025

RESEARCH EXPERIENCE

Research Assistant / Guanyun Lab, Zhejiang University (Prof. Guanyun Wang) / Hangzhou, China
2026.10 – Present
- Improved the fabrication and reproducibility of moisture-responsive wood structures through material experimentation, enabling larger-scale prototypes and expanding their potential applications.
- Designed and prototyped flexible geometric assemblies of shape-changing wood units, exploring new structural connections and enhancing their physical and visual performance.

Research Associate / Lumilo, CMU Human-Computer Interaction Institute (Prof. Vincent Aleven) / Pittsburgh, PA
2026.7 – 2026.9
- Led interaction design for Lumilo's recommendation system, translating classroom needs into teacher-facing workflows and interface concepts
- Contributed to user research and storyboard creation; modeled teachers' cognition to inform recommendation logic and system behavior

WORK EXPERIENCE

Freelance Illustrator & Content Creator
2025.3 – 2026.9
- 3,000+ followers on Xiaohongshu; 80+ commissions for 100+ clients - strong visual communication and iterative design

UI/UX Design Intern / Moonton / Shanghai, China
2025.5 – 2025.7
- Designed activity interfaces aligning to activity theme and enhancing user experience using Adobe XD
- Incorporated designed assets into gameplay file using Game Engine Unity
- Collaborated with engineering, art, and product teams in brainstorming and cross-department design reviews

UI/UX Design Intern / Minimax / Beijing, China
2024.7 – 2024.8
- Contributed to the theme, obstacle design, and spatial interaction sequences of a new level in *Rolling Sky* (50M+ downloads)
- Created original 2D assets to enhance player experience using Adobe suite, Rhino and Game Engine Unity
- Collaborated closely with design team to ensure visual consistency and innovation in gameplay aesthetics

UI/UX Design Intern / Cheetah Mobile / Beijing, China
2024.6 – 2024.7
- Designed new product interfaces aligning to company brand and enhancing user engagement using Figma and Sketch
- Augmented existing design and branding with generative-AI tools such as Stable Diffusion and Midjourney
- Improved product workflow efficiency and creative outcomes

SELECTED ACADEMIC PROJECTS

Soft Fabrication Collaborator / Inflatable Installation, CMU IDeATe / Prof. Olivia Robinson
2026.1 – 2026.4
- Modeling organic freeform components in Blender and UV-mapping into flat sewing patterns for a large-scale inflatable installation
- Developing hands-on expertise in soft-material deformation by iterating on internal reinforcements to control inflated geometry

UX Researcher & Designer / STAP Ticketing System, CMU HCI Capstone / Prof. Vincent Aleven
2026.1 – 2026.5
- Ran 13 interviews, a survey, and 4 competitive analyses; reframed the client's ticketing-platform ask into a Google-based system
- Prototyped an iPad-first ticket dashboard (low- to high-fi) with auto status emails and built-in documentation; launched at school

Sole Designer & Researcher / Trace: Feminist History Board Game / Theodossis Issaias, Special Faculty
2024.1 – 2024.4
- Designed a tangible narrative system on a hexagonal grid; translated archival research into game mechanics via combinatorics
- Playtested with 8+ participants, iterating spatial mechanics and card balance based on qualitative feedback

SKILLS

HCI & Prototyping: Design Thinking • Wireframing • Prototyping • User Research • Physical Computing (Arduino) • Illustration
Digital Fabrication: CNC Routing • Laser Cutting • Sewing & Inflatable Fabrication • Woodwork
Software: Grasshopper for Rhino • Blender • Maya • Fusion 360 • ZBrush • Nomad • Unity • Adobe Creative Suite • Figma • Sketch
Programming: Python • C • C# • HTML
Languages: English (fluent) • Chinese (native)