

Jun Ge

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EDUCATION

Master of Science 2016

Penn State University

Information Sciences and Technology,
with specialization in HCI

Bachelor of Science 2010

Shanghai Jiao Tong University

Electrical and Information Science

SKILLS

Design&Research

Interview
Survey
Contextual Inquiry
Prototyping
Interaction Design
Motion Design
Visual Design

Tools

Sketch
Principle
Framer X
Axure
Coding

EXPERIENCE

Head of Product Design 2016 - present

Yewno, Inc Redwood City, CA

Leading Yewno product design from strategy to surface.
Managing in-house and outsourced projects to ensure goals and quality.
Working on various Yewno products to deliver design solutions.

Shipped Products:

- Yewno Discover V2.0: 30+ institution clients
- Yewno Unearth: from concept to commercialization
- Yewno Finance: MVP, Beta, Public Trial

Research Assistant 2014 - 2016

Penn State University State College, PA

Two-year experiences on HCI research, UX/UI design, user study and front-end development especially for web privacy and AR devices.

Publications:

Interface Cues to Promote Disclosure and Build Community: An Experimental Test of Crowd and Connectivity Cues in an Online Sexual Health Forum.

ACM CSCW 2018

Kim, J; Gambino, A; Sundar, S. S; Rosson, MB; Aritajati, C; Ge, J; Fanning, C.

Designer 2013 - 2014

2K Games China Shanghai, China

Led design efforts for creating several new types of gameplay from feature logic to interaction to improve user engagement and revenue generation.

Product:

- NBA 2K Online: Online game with over 1 million DAU

Design Lead / PM 2010 - 2013

Giant Interactive Shanghai, China

Led team on all product and design works especially for in-game system, game UX& interaction design and system monetization.

Product:

- ZT Online: MMORPG with over 1 million DAU
- Game Data Reporting Platform: Internal Data Tool