

# Yaakov Lyubetsky

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## EDUCATION

### Carnegie Mellon University

Pittsburgh, PA / December 2015

Master of Human-Computer Interaction  
GPA: 4.10 / 4.33

### Carnegie Mellon University

Pittsburgh, PA / MAY 2015

Major in Industrial Design  
2nd major in Human-Computer Interaction  
Bachelor of Fine Arts  
GPA: 3.84 / 4.00

## SKILLS

User Research  
User-centered Design  
Sketching  
Storyboarding  
Wireframing  
Paper and On-screen Prototyping  
HTML, CSS, JavaScript, Java  
Adobe Creative Suite  
SolidWorks

## RECOGNITION

TartanHacks Apple  
Best iOS App Award  
Spring 2014

Meeting of the Minds: Alcoa  
Undergraduate Research Award  
Spring 2013

TartanHacks Ideeli  
Best Startup Idea Award  
Spring 2012

CMU Dean's List  
Fall 2011 - Spring 2015

## LANGUAGES

English  
Russian

## EXPERIENCE

### Google / YouTube User Experience Design Intern

San Bruno, CA / 2014

Researched, designed, and prototyped features that enable creators and advertisers to tell unique and compelling stories through video on the YouTube platform.

### Bank of America / MHCI Capstone UX Lead

Pittsburgh, PA / 2015

Lead the user experience for Carnegie Mellon's MHCI Capstone project with Bank of America. Part of a 5-person interdisciplinary team tasked with researching, designing and building a future thinking physical and digital experience to better integrate finances seamlessly into people's everyday lives.

### Google / YouTube User Experience Design Intern

San Bruno, CA / 2013

Worked in a team with YouTube designers, engineers, and project managers to design new features that enhanced the content creation and curation experience for both mobile and web.

### Carnegie Mellon University / Research Fellow

Pittsburgh, PA / 2012 - 2013

Received \$1,000 grant to complete research in a 4-person interdisciplinary team into facilitating more meaningful interactions between people and technology.

### Carnegie Mellon University / 3D Lab Monitor

Pittsburgh, PA / 2014 - 2015

Supervised and assisted students with fabrication of a variety of 3D projects using power tools, laser cutters, and 3D printers.

## PUBLICATIONS

### Design and Semantics of Form and Movement Conference

Wuxi, China / 2013

Project Loci: Haptic Interactions Influence Situational Awareness

## RELEVANT COURSES

Human Experience in Design  
Tools for UX Design  
How People Work  
Interaction Design Studio  
Gadgets, Sensors, and Activity Recognition  
Programming Usable Interfaces