

Yudian Xu

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EDUCATION

Harvard University

Ed.M. in Learning Design, Innovation, and Technology, GPA: 4.0/4.0

Cambridge, MA

Jun 2023 – May 2024

- **Relevant Courses:** Tangible Interfaces (MIT), Artificial Intelligence in Education, Education Technology Studio

University of Washington

B.S. in Human Centered Design & Engineering (HCI), GPA: 3.9/4.0 (Magna Cum Laude)

Seattle, WA

Aug 2019 – Dec 2022

- **Relevant Courses:** Human Data Interaction, Qualitative User Research Methods, UX Prototyping, Computer Programming I & II

SKILLS

Tools: Proficient in Figma, Cursor, Sketch, Adobe XD, Photoshop, Illustrator, Keynote, Principle, Python, HTML, CSS, JavaScript

Design Skills: UX Design, UI Design, Product Design, Product Management, Customer Analytics, Mobile/Web Design, Information Architecture, Wireframes, Product Planning, Prototyping, Usability Testing, Mockups, Component Libraries, Data Visualizations

UX/UI Work Samples: [Verily Me Lightpath prototype](#), [Spatial Notes](#), [UW CoMotion Website](#), [Quit2Heal](#), [Google Meet Redesign](#)

PROFESSIONAL EXPERIENCE

Verily (formerly Google Life Sciences)

San Bruno, CA

UX Designer II

Oct 2024 – Present

- Led the design of health data visualizations for Verily's **enterprise** platform supporting 80K+ participants in virtual chronic care, collaborating **cross-functionally** to align business goals with user needs and deliver seamless, insight-driven product experiences.
- Rebuilt the **design system** in Figma for the enterprise insurance platform and delivered high-quality, **user-centered solutions** by crafting end-to-end flows, advocating for design cohesion, and aligning with broader UX teams to enhance **usability** and **scalability**.
- Partnered with product managers, engineers, UX researchers, and content strategists to define requirements, develop, and iterate a consumer-facing healthcare app, integrating **AI-driven** opportunities, and ensuring pixel-perfect implementation.

Learning, Innovation and Technology Lab at Harvard University

Cambridge, MA

Product Designer & Research Assistant

Sep 2023 – Aug 2024

- Developed an **AI-powered** educational platform for Harvard CS teaching using Adobe Experience Cloud and Agile methodologies, collaborating with a team of data scientists, educators, and UX designers to enhance the learning experience for 1K+ students.
- Conducted **comprehensive user research** with ~50 interviews and 3 rounds of surveys in 4 months (80% participation), identified learning barriers through interview coding, and tested emerging hypotheses in AI tutor with education experts and on-site professors.
- Published an [ACM-accepted paper](#) presenting **user-centered solutions** (e.g., self-serve resources, 1-on-1 TA support) to enhance the computer science learning process, with implementation projected to improve student learning outcomes by ~30%.

CoMotion at University of Washington

Seattle, WA

Lead Product Designer

Jul 2022 – May 2023

- Spearheaded the **end-to-end** design and development of the University of Washington's 56-page copyright resource website, collaborating with PMs and developers to build it from scratch; ensured WCAG 2.0 compliance and modern web standards, resulting in a user-centered experience that increased click-through rate by 12.8% compared to the previous text-heavy site.
- Conducted 10+ expert interviews to translate complex copyright knowledge into intuitive visual content, ensuring a cohesive omnichannel experience aligned with UW's design system; used Figma to create **high-fidelity mockups** and applied **data-driven** design decisions that reduced user clicks by 70% and decreased bounce rate by 9.2% within the first month of launch.
- Enhanced UW's digital presence by adding 12 features to the CoMotion site, revamping 14 pages, relaunching 200+ newsletters, and introducing a cohesive web design system that improved user accessibility and was later adopted across university platforms.

TensorHealth (Digital Musculoskeletal AI Healthcare Firm)

Seattle, WA

UX/UI Designer, Intern

Jun 2022 – Sep 2022

- Launched the MVP of the Patients & HCPs Engagement App for musculoskeletal pain recovery as a full-stack designer, driving a 24% increase in user satisfaction by collaborating with various stakeholders to make design decisions and rapidly deliver **wireframes**, **visual designs**, **prototypes**, and **mockups**, while also creating a **design system** that aligns with branding.
- Strengthened the design community by leading weekly **group critiques**, giving and soliciting feedback at different stages to brainstorm and iterate, and presenting work in various fidelities throughout the design process to company leads and stakeholders
- Drove continuous app improvement through weekly usability testing, user interviews, and **quantitative** analysis (Excel & R), while developing a design system for consumer-facing iOS mobile app designs following Apple's Human Interface Guidelines.

Fred Hutch Cancer Research Center & Google Meet Redesign

Seattle, WA

Product Designer

Oct 2021 – Jun 2022

- Improved user engagement and experience by leading interaction and visual design for the Quit2Heal app and Google Meet, refining **UI elements** using atomic design principles for typography, color schemes, layouts, and iconography in **Figma**.
- Drove redesign opportunities for Google Meet by collaborating with UX researchers and stakeholders, integrating industry trends, and delivering detailed user flows and **information architecture** aligned with Material Design guidelines.
- Increased teen engagement by 18% for the Quit2Heal app through IRB-approved interviews with 20+ teenagers, implementing a personal mentor feature, refining **user roadmaps**, and showcasing **high-fidelity prototypes** with motion graphics using **Principle**.