

# XINTAO HUANG

📍 Atlanta ✉ [xintaohuang.design@outlook.com](mailto:xintaohuang.design@outlook.com) ☎ 8608998089 ☁ [xintao.co/](http://xintao.co/)

## EXPERIENCE

### Product Designer | Tempor.ai

September 2024 - January 2025, Washington, DC

- Designed and iterated **low-to-high-fidelity prototypes** behind complex work flows for SaaS business platform in Figma, delivering **end-to-end solutions** for web and mobile platforms and ensuring smooth design-to-dev handoffs with Agile development teams.
- Defined **user pain points**, **design opportunities** and refined **AI intent-recognition models** through multiple prototyping cycles, capturing text inputs to enable seamless real-time crypto transactions in different scenarios collaborating with cross-functional teams.
- Conducted **A/B testing** to uncover user needs and **map intent pathways** in AI-agent interactions, translated research into **journey maps, task flows, and interaction models**.

### Product Designer | Wink Beauty Lab

January 2022 - May 2023, Davis, CA

- Collaborated with **Marketing/Brand**, PMs, and Engineering to **build and enforce a scalable, cross-platform design system**; aligned UI components with brand guidelines across web and mobile to ensure visual and interaction consistency.
- Redesigned the e-commerce experience** through wireframes, high-fidelity prototypes, CMS components specs; **speeding design-to-dev handoff** and delivering **+300% CTR** and **+15% conversion** on key product pages.

### UI/UX Designer Intern | Turing EdTech

January 2021 - May 2021, Irvine, CA

- Redesigned core student journeys**—course discovery, class calendar, and sign-up—by simplifying navigation, tightening information hierarchy, and applying **mobile-first** patterns to reduce cognitive load and improve accessibility across devices.
- Owned **end to end design** of wireframes, **interactive prototypes**, and **task flows** to standardize patterns and support scalable implementation for design-system compliance.
- Partnered with PMs and engineers** to align UX with product goals; delivered feedback-driven iterations that helped grow the platform from early launch to **5,000+ users**.
- Synthesized user research findings into actionable insights, informing feature enhancements that addressed student pain points and elevated the overall usability of Turing EdTech's platform.

### UI Visual Designer Intern | L'Oréal

July 2020 - September 2020, Guangzhou, China

- Maintained and evolved the **design system** including component usage, patterns, UI variations and layouts for **consistency and usability**.
- Shipping product landing pages, in-app banners, and shoppable elements in Photoshop, refining the visual language and improving **CTR and conversion rates**.
- Collaborated with PMs, senior designers to run UI audits, resolve inconsistencies, and enforce **brand consistency and UI quality** across E-commerce touchpoints.

## PROJECTS

### AI Product Researcher | Robotic Environment Lab

[sites.gatech.edu/ai-environment-lab/](https://sites.gatech.edu/ai-environment-lab/), January 2024 - May 2025

- Shipping a novel human-AI music co-creation framework using Figma and ProtoPie, designing and integrating intuitive gesture and voice inputs to support real-time collaboration, reduce cognitive load, and streamline complex creative workflows for musicians and producers working across digital platforms.
- Defined the framework's information architecture and documented patterns in design system to improve reuse and onboarding, conducted testing with 20+ musicians, boosting workflow efficiency by 30% and improving accessibility.

### Product Designer((Muse Design Award) | Children's Hospital of Atlanta

[design.museaward.com/winner-info.php?id=30603](https://design.museaward.com/winner-info.php?id=30603), January 2024 - May 2024

- Shipping an accessible healthcare platform for mobile and web by applying user experience methodologies to boost engagement, using Figma and A/B testing.
- User mixed-methods research on pediatric users; created UX artifacts(journey maps, wireframes, and mockups) to define and achieve design goals.
- Presented high-fidelity, inclusive prototypes to senior executives, secured 100 % positive feedback, and enhanced the young-patient experience by 30 %.

## EDUCATION

### MS. Industrial Design | Georgia Institute of Technology

Atlanta, GA, 2025

- Teaching Assistant for Interactive Media Design Course & Research lab study of AI music for 2 years.

### BA. Design, BA. Psychology | University of California, Davis

Davis, CA, 2018.9 - 2022.6

- Honored student for 3 years.

## SKILLS

DESIGN SKILLS: UI Design, UX Research, Interaction Design, Design Systems & Components, Responsive Prototyping, Wireframing, Accessibility & Inclusive Design, A/B Testing, Usability Testing & Heuristic Evaluation, Project Management, communication, Teamwork. Empathy Design.

SOFTWARE SKILLS: Adobe Creative Suite, Motion Design & Animation(Figma, Axure, Protopie), Basic HTML, C++, JavaScript, Design for SaaS & Subscription Models, Quantitative/Qualitative Research(Qultrics), 3D modeling Rendering(Rhino, Keyshot), Max MSP