XINTAO HUANG

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EXPERIENCE

Product Designer Intern | Tempor.ai

September 2024 - January 2025, Washington, DC

- Designed and iterated **rapid-to-high-fidelity prototypes** behind feature flags for SaaS business platform flows in Figma, delivering **end-to-end solutions** for web and mobile platforms and ensuring smooth design-to-dev handoffs with Agile development teams.
- Refined **AI intent-recognition models** for chatbot through multiple prototyping cycles, capturing nuanced voice and text inputs to enable seamless real-time crypto transactions in close collaboration 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.**

UI/UX 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, **speeding design-to-dev handoff** and delivering **+300% CTR** and **+15% conversion** on key product pages.

UIUX Designer Intern | Turing EdTech

January 2021 - May 2021

- **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.
- **Designed design-system components**; produced **wireframes, interactive prototypes, and task flows** to standardize patterns and support scalable implementation.
- **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** and increased engagement.

UI Visual Designer Intern | L'Oréal

July 2020 - September 2020

- **Maintained and evolved the design system**, **applying component usage, patterns, and layouts** for **consistency** and **usability**.
- Designed **product landing pages**, **in-app banners**, and **shoppable modules** in Photoshop, refining the **visual language** and improving **CTR** and **conversion rates**.
- **Collaborated w**ith PMs, senior designers and engineers to run **UI audits**, resolve **inconsistencies**, and enforce **brand guidelines** across e-commerce touchpoints.

PROJECTS

AI UX Researcher | Robotic Environment Lab

sites.gatech.edu/ai-environment-lab/, January 2024 - May 2025

- Developed 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 | Children's Hospital of Atlanta

www.xintao.co/internship-at-choa, January 2024 - May 2024

- Designed an accessible healthcare platform for mobile and web by applying user experience methodologies to boost engagement, using Figma and A/B testing.
- Researched and synthesized data from pediatric user interviews; 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

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