

YUHAN KE

Product Designer

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An innovative product designer creating user-centered solutions that drive business success. Bridging user research and strategic design to develop digital experiences that enhance user satisfaction while delivering measurable results.

Education

Illinois Institute of Technology, Institute of Design 2023-2025
Master of Design (MDes), Human-Computer Interaction
GPA: 3.8 / 4.0 - Recipient of the alumni fellowship

Wuhan University of Technology 2019-2023
B.A. in Product Design
GPA: 3.92 / 4.0

Awards & Honors

Fast Company's 2025 Innovation by Design Award (Data visualization category) 2025
National Third Prize, 13th User Experience Design Awards (China) 2022
Huawei Internal Innovation Award (Best Research Award) 2022

Work Experience

Design Intern

UChicago Medicine - Healthcare Delivery Science and Innovation, Chicago 01/2025-Present

Service Designer

08/2025-Present

- Optimized the patient orientation experience through user-centered research to enhance emotional readiness, care clarity, and discharge preparedness during the first 24 hours of hospitalization.
- Identified communication gaps and unmet information needs by mapping real-time admission workflows, creating a service blueprint to visualize patient-staff touchpoints and improvement opportunities.
- Prototyped and iteratively tested orientation tools through A/B testing, card sorting, and 8 bedside interviews with patients and care team members—including nurses, physicians, care coordinators, and residents.

UX Designer

01/2025-05/2025

- Optimized an AI-powered, real-time Automated Diagnosis tool in the Epic EHR system to streamline physician documentation and improve billing accuracy.
- Led the end-user research and prototyping to develop design requirements for AutoDX tool enhancement, creating and handing off high-fidelity prototypes to the development team for seamless implementation within Epic system constraints.
- Conducted on-site usability testing with physicians at UCM, gathering feedback and iterating designs to optimize medical documentation automation workflow.
- Partnered with engineers to align design intent with technical feasibility, facilitating trade-off decisions and providing detailed handoff documentation to ensure accurate, high-quality implementation within Epic EHR system constraints.

UX Design Intern

Hubbell Incorporated, St Louis

05/2025-08/2025

- Redesigned a Mobile Programming app for field technicians to configure meter transmission units, improving overall field efficiency—reducing average task completion time by 48% and raising user likability score from 75.8 to 90.5.
- Mapped system workflows and led stakeholder interviews across hardware, software, and field operations to identify critical user pain points and bottlenecks.
- Partnered with PMs to define product improvement strategies and UX success metrics in collaboration with the product owner and customer training specialists.
- Built a high-fidelity prototype and ran 8 usability tests, fully eliminating accessibility failures to meet WCAG 2.1 AA standards and ensuring compliance with stricter RFP standards.

Product Design Intern
Stealth Startup in AI, US

08/2024-12/2024

- Leading end-to-end design of an AI-powered wellness companion app, creating cross-platform interfaces for mobile, desktop, and smartwatch devices to deliver seamless user experiences across hardware and software.
- Established efficient collaboration workflow with engineering teams, resulting in optimized user flows and responsive UI implementation that enhanced product-market fit.
- Collaborated with design and engineering teams to develop and maintain a scalable design system for the mobile app and wearable, ensuring consistency and efficiency across the platform.

Product Designer (Graduate Research Assistant)
Inclusive Data Lab at the Institute of Design, Chicago

06/2024- 08/2024

- Spearheaded the design of an AI-powered career guidance platform, scaling features based on in-depth user research with middle school students and educators, delivering information architecture, wireframes, and UI mock-ups that met user needs and business goals.
- Built an accessible design system incorporating AI-generated content, data visualization, and accessibility requirements, improving design consistency across the platform.

UX/UI Design Intern
Volvo Cars, Shanghai, CN

12/2022- 04/2023

- Designed and implemented EX90 in-car display interface improvements through close collaboration with 6 cross-functional teams, balancing user experience goals with engineering constraints.
- Maintained and iterated design system components, reducing development time for future projects by 25% while maintaining consistent user experience across products.
- Conducted user research and usability testing to validate design decisions, ensuring alignment with both user needs and business objectives.

Product Designer
HUAWEI, Wuhan, CN

02/2022-06/2022

- Led the end-to-end design and research for a smartwatch meeting assistant, exploring how wearable devices can enhance focus, scheduling, and collaboration during meetings.
- Conducted user interviews, contextual observations, and competitive analysis to identify key pain points in cross-device interaction and real-time communication.
- Delivered 4 core use cases and 7 innovative feature concepts, contributing to 3 granted invention patents and earning Huawei's Best Research Award for innovation excellence.
- Collaborated across hardware and software teams to balance experience quality, performance, and battery efficiency, ensuring design solutions were both elegant and executable.

Client Projects

User Experience Designer
United Airlines, Chicago

08/2024-12/2024

- Led the design of an innovative group boarding solution for United Airlines, achieving a 46% reduction in boarding time through an innovative group-pass solution while enhancing passenger-agent interactions and operational efficiency.
- Leveraged multi-faceted research methods, including competitive analysis, field observations at O'Hare International Airport, and service blueprint development to drive evidence-based design strategy.
- Spearheaded multiple rounds of rapid prototyping and design iterations, continuously validating solutions through simulation testing and usability studies to refine and optimize the boarding experience.