

Flora Jin Green card holder / Los Angeles, CA

| UX/UI Design | Robotics | AI | ML | B2B

+1 912 308 4379

flojinnn@gmail.com

[linkedin.com/in/florajindesign/](https://www.linkedin.com/in/florajindesign/)

flojindesign.com

Objective

UX/UI Designer with 6 years of experience, including 3 years specializing in robotics control systems. Brings a strong foundation from Industrial Design and Design Management background, translating human-centered insights into scalable physical AI solutions that simplify complex real-world challenges.

Experience

UX/UI Designer | FieldAI Irvine, CA 4. 2025 - Present

(Industrial autonomous robotics company serving the construction, energy, and federal industries.)

- Drive the **end-to-end** design of intelligent, **multi-screen** experiences that improves human-robot collaboration and streamlined workflows across industrial environments.
- **Transform ambiguous**, technical challenges into clear and actionable features by facilitating **cross-functional workshops** with engineers, project managers, and operation teams.
- **Accelerate decision-making** and product iteration by leading **user research** and **usability testing** with clients and field stakeholders, ensuring designs directly addressed real-world needs.
- Elevate product quality and consistency by building and scaling **design systems** that supported rapid feature expansion and unified user experiences.
- **Shape product direction** through 2D or 3D high-fidelity **UI prototypes** that improved task efficiency and reduced cognitive load for field operators.

Product Designer | OffWorld, Inc. Pasadena, CA 3. 2022 - 2. 2024

(An AI-powered robotic company specializing for Earth & Lunar mining with 250 employees.)

- Delivered **AI-powered robotic** control systems and an **AI/ML-driven MVP** by structuring complex workflows, prototyping multi-screen experiences, and leading usability testing and design reviews.
- Enhanced **user satisfaction** by 23% and reduced error rates by applying **user research**, refining **customer journeys**, and iterating design solutions.
- Boosted design process through optimizing **scalable design systems**, and a **dynamic UI asset library** aligned with product and brand goals.
- Informed strategic decisions by **organizing cross-functional workshops** and defining **personas** and **journey maps**, ensuring product direction aligned with real user needs and business priorities.

UX Side Projects Los Angeles, CA

1. 2020 - 3. 2022

(Partnered with Sr. UX designers and Product Managers in creative jams and hackathons.)

- Earned recognition at **Adobe Creative Jam's Design for Good** for promoting emotional well-being with Letus, a **mental therapy mobile app** for Asian Women.
- Improved McGraw Hill ALEKS' learning platform by designing an **iPad interface** for students from 7th grade to college.
- **Increased engagement** among American farm workers by developing a **mobile app** that provided essential medical, legal, and resource services during the COVID-19 pandemic, recognized by Adobe Creative Jam and the Chan Zuckerberg Initiative.

Skills & Tools Summary

Wireframe and Prototype

Usability Testing

Information Architecture

Webflow

User Research

Visual Design

2D/3D Modeling

Adobe Creative Suite

Product Strategy

Journey Map

Figma

Premiere Pro

Education

Savannah College of Art and Design (SCAD), Savannah, GA, USA

M.A. Industrial Design 2014 - 2017

M.A. Design Management. 2014 - 2017

Beijing University of Technology, Beijing, China

B.A. Industrial Design

2003 - 2007