



WORK EXPERIENCE

Aurra Crystal Studio

Founding UI/UX Designer

Remote • May 2024 – Present

Project 1: B2C Omnichannel Commerce Platform (Web & Mobile)

B2C omnichannel commerce system supporting product discovery, purchase, and order lifecycle management across responsive web and mobile apps.

- Designed the from 0 to 1 end to end UX across 30+ screens and system states, covering product browsing, checkout, payment, and post purchase tracking.
- Built a scalable information architecture for a catalog of 100+ products, enabling attribute-based browsing and comparison.
- Defined cross platform interaction patterns and validation states, aligning UX flows with inventory availability and fulfillment logic.

Project 2: B2B Inventory & Operations Platform

B2B web based management system for wholesale clients, inventory control, and order fulfillment.

- Designed a multi role interaction model supporting internal operators and wholesale customers, defining permissions, data visibility, and role specific workflows.
- Structured dashboards and operational flows to manage inventory levels, bulk orders, and shipment status, integrating AI-assisted summaries to surface key signals and exceptions at a glance.
- Partnered with engineering and operations to map inventory states, order lifecycles, and anomaly cases into UI logic, ensuring AI insights aligned with real operational processes.

Hexaware Technologies

UI/UX Designer

Mycite, Otsuka • Feb 2022 – May 2024

Project 1: B2B Clinical Review & Decision Platform (Web)

Web based clinical platform supporting physicians in reviewing patient generated data and documenting treatment decisions.

- Designed clinician facing workflows that enable doctors to review longitudinal patient data, group patients by treatment status, and capture structured clinical notes within a single interface.
- Structured complex medical data into scannable views, prioritizing signal clarity and reducing cognitive load in time constrained clinical environments.
- Worked directly with clinicians and product stakeholders to validate interaction logic against real world medical practices and compliance requirements.

Project 2: B2C Mobile Patient Monitoring Experience

Mobile healthcare application supporting medication adherence and post treatment monitoring for patients with depression.

- Designed patient centered mobile flows focused on daily medication tracking, follow up check ins, and longterm engagement across treatment cycles.
- Defined feedback and progress indicators to help patients understand adherence status and feel supported throughout a sensitive mental health journey.
- Collaborated with cross functional teams to align UX decisions with pharmaceutical protocols.

Tlancer

UI/UX Designer

Remote • Dec 2021 – Feb 2022

Web based B2C e-learning platform designed to support self paced learning through structured content and guided task flows.

- Conducted early stage user and market research for an e-learning platform, synthesizing insights to inform initial problem framing and task flows.
- Supported the design exploration phase by creating low fidelity wireframes and flow diagrams to test core learning interactions and content structure.
- Collaborated with senior designers to iterate on concepts and validate assumptions through internal usability test.

SUMMARY

Danyang is a T-shaped UI/UX designer with **4 years** of experience creating intuitive and visually appealing interfaces for web and mobile applications.

Proficient in design thinking and visual design, able to collaborate with cross-functional teams to deliver exceptional user experiences that increase engagement and retention.

EDUCATION

UX Academy

Nov 2020 – Aug 2021

Designlab

Remote

School of Visual Arts

Fall 2013 – Spring 2017

Bachelor of Fine Arts in Interior Design

New York, NY

Certificate

Applied Generative AI for Digital Transformation

Dec 2025 – Feb 2026

Massachusetts Institute of Technology

Remote

SKILLS

UX & Product Design

Interaction Design	User Flows
Information Architecture	Prototyping
Design Systems	Accessibility
Responsive Design	Design System
Visual Design	UI/UX Design

Research & Validation

Research Interview	Persona
Heuristic Evaluation	Storyboard
Competitive Analysis	Usability Testing

AI & System Design

Human-AI Interaction	Agentic UX
Prompt-driven Interfaces	
Designing for Trust & Uncertainty	

Tools

Figma	Sketch
Adobe: Photoshop	Adobe: Illustrator
Adobe: After Effects	HTML
CSS	JavaScript
Jira	