

Experience

Product Designer

3Sigma EdTech02/2025–Present
Remote

- **Solely** designed a high-impact UX demo showcased at EdTech Asia Summit, highlighting key metrics and core functionality, and helping the company **secure \$100K in angel funding**.
- Designed an **MVP SaaS** platform for K–12 educators, introducing AI-assisted grading, student management, and assignment modules that streamlined classroom workflows and **reduced manual grading effort by 50%**.
- **Owned** end-to-end product design and, as a **proxy product manager**, partnered with the TPM and business stakeholders to define the **roadmap**, develop **information architecture, wireframes, and prototypes**, and prioritize design work to deliver in the **agile** setting.
- Built the **0 to 1 PRD** workflow, aligning sales, product, and engineering requirements to improve prioritization and shorten delivery cycles by **20%**.
- Led **client interviews** and **competitive audits** of established EdTech platforms (Gradescope, Google Classroom) and emerging AI solutions, identifying opportunities for differentiation.
- Extended the **NextUI design system** with brand-driven customization, establishing a **token framework** that ensured consistency and scalability.

UI/UX Design Intern

DiscoverU Health05/2025–09/2025
Remote

- Established a **0 to 1 design system**, reducing engineering effort and time-to-market while ensuring design consistency and scalability.
- **Owned design handoffs** and collaborated with the quality assurance team to ensure accurate implementation; initiated developer support sessions that **resolved 90% of design-related bugs**.
- Designed and launched website pages that **balanced accessibility (WCAG 2.0)**, compliance, and brand standards; iterated through **3 versions, reducing drop-off rate by 10%**.
- Authored the privacy policy and contributed to internal workflow design (e.g. commission tracker), bridging user experience with business operations.

Graphic & Web Designer

New York University06/2025–Present
New York, United States

- Designed **landing** and **content pages** and produced **20+** custom illustrations for a K-12 Creative Computing program (Trinket & Arduino), making STEM content more engaging and accessible.
- **Reduced cognitive load** in the teaching process by auditing the site UX and introducing features like a Table of Contents and step-based learning cards.
- Improved resource **discoverability and navigation** by designing and prototyping a tagging and search system.

UI/UX Design Intern

Fiberhome Telecommunication Technologies06/2024–08/2024
Wuhan, China

- Optimized interaction flows and developed **data visualization strategies** for an executive-facing, **web-based B2B** information management system that enhanced decision-making efficiency by **30%** through automation and digitization of the entire supply chain workflow and lifecycle.
- Conducted **user research** through interviews with executive decision-makers, data providers, and end-users, identifying and **resolving 5+ critical business and operational pain points** in close collaboration with product managers, designers, and engineers to deliver scalable UX solutions.
- Led a departmental presentation to **20+ stakeholders**, aligning design strategies with business objectives, resulting in successful adoption and deployment of the internal communication software interface.

Creative Intern

Ogilvy Group Inc.07/2021–08/2021
Beijing, China

- Led and shipped design updates for **Tencent Advertising's ad posts**.
- Independently collaborated with Dell's creative team, overseeing the design and delivery of marketing assets.
- Worked closely with **cross-functional teams** to develop **advertising campaigns**, brand visuals, and concept sketches for various clients, including Tencent, Dell, and Huawei.

Education

New York University

M.S. in Integrated Design & Media

2024–2026

- Concentrate on HCI, GPA: 3.9/4.0

Rhode Island School of Design

B.F.A. in Graphic Design

2020–2024

- Minor in Computation, Technology + Culture and Nature-Culture-Sustainability Studies
- Honors Graduate, GPA: 3.8/4.0

Brown University

Cross-Registered at the Computer Science Department

2020–2024

Related Coursework

The Future of UX and AI

2025

- Exploring AI-powered experiences through user-centered design, with implementation using cutting-edge models and APIs.

Design/Typography Series

2020–2024

- Developed design methodologies, typographic proficiency, and a personal design language.

Intro to OOP and Computer Science

2022

- Focused on OOP and developing applications in Java, interactive 2D graphics, and algorithms.

Skills

Product & UX Design

- Product Design, User Experience (UX) Design, User Interface (UI) Design, Human-Centered Design, Design Strategy, Design System, Responsive Web & App Design, Wireframe, Rapid Prototyping, Information Architecture, User Journey Mapping, User Flows, User Personas, Storyboarding, Accessibility Design, Branding, Visual Design, Data Visualization

Research & Testing

- User Research, Qualitative & Quantitative Methods, Usability Testing, Heuristic Analysis, A/B Testing, Competitive Analysis, Interviews, Surveys, Focus Groups

Design & PM Toolset

- Figma, Adobe Creative Suite (Illustrator, Photoshop, InDesign, After Effects, Premiere Pro, Adobe XD), Sketch, Webflow, Blender, Cinema 4D, Unity, Rhino, Final Cut Pro, Jira, Confluence, Jama, Smartsheet

Programming & Development

- HTML, CSS, JavaScript, React, Tailwind, Java, C#, Visual Studio Code, Cursor, Github

Awards & Certifications

- **NewOne Award — 2024 Merit Award**
- **Google Certificate UX Foundations**