

Experience

Product Designer

3Sigma EdTech02/2025–Present
Remote

- **Led end-to-end product design** for an MVP SaaS platform serving K-12 educators, introducing AI-assisted grading, analytics, and student management features that **reduced manual grading effort by 50%**.
- Designed **product presentation** showcased at **EdTech Asia Summit**, demonstrating AI-powered grading and analytics features that helped secure **\$100K** in angel funding.
- Drove product strategy as proxy PM, partnering with TPM and stakeholders to define roadmap, establish **PRD workflow**, and align cross-functional teams, which shortening delivery cycles by **20%**.
- Conducted **competitive research** of platforms like Gradescope and Google Classroom, and **extended NextUI design system** with brand customization for 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.

UI/UX Designer

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

- Designed an educational **website** for K-12 Creative Computing, leading **end-to-end UX/UI design** and **creating 20+ custom illustrations** for Arduino and Trinket tutorials.
- **Redesigned site architecture** with table of contents, step-based learning cards, and search/tagging system, improving discoverability across 100+ project resources.
- **Created interactive workflows** for circuit-building and hardware prototyping, enabling students to design projects through the web platform.
- Built **visual design system** including brand identity, animations, and UI components to ensure **consistency** across the website.

UI/UX Design Intern

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

- **Designed data visualization dashboards** for a web-based B2B operations management system, **improving decision-making efficiency by 30%** through digitization of the **entire supply chain workflow from order to cash**.
- Conducted **user research** through interviews with **interviewed data providers, executive decision-makers, and end-users**, identifying and resolving **5+ critical business and operational pain points** in collaboration with product managers and engineers.
- **Led design presentations** to 20+ departmental stakeholders, aligning design solutions with business requirements and securing adoption of the operations platform.

Creative Intern

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

- **Participated in advertising campaign** development for clients including Tencent, Walnut Education and Huawei Auto, learning end-to-end workflow from creative strategy to execution using Adobe Illustrator and Photoshop.
- **Led design updates** for **Tencent Neo-Star Project Advertising's posts** and independently collaborated with **Dell's creative team** to oversee design and delivery of marketing materials.

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

2020–2024

B.F.A. in Graphic Design

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

Brown University

2020–2024

Cross-Registered at the Computer Science Department

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**