

WORK EXPERIENCE

UX Design Intern – Phillips (Sleep and respiratory care)

June 2024-Dec. 2024
Pittsburgh, USA

- Enhanced the sleep stage feature for the Dream Mapper app by incorporating a **SaaS-based data pipeline**, providing actionable sleep pattern insights and streamlining integration with Philips SR&C devices.
- Owned end-to-end design of embedded UI for Dream Station X, aligning with **cross-functional teams** (PMs, engineers) to define requirements and prioritize key features, incorporating micro-animations and multiple UI themes to improve engagement between the device and mobile app, leading to a 15% increase in user satisfaction.
- Led user testing for Dream Station X via an **agile iterative** approach, conducting in-person usability tests and **A/B testing** on usertesting.com; **improved user task completion rate from 60% to 85%** by refining navigational flows and reducing friction points.
- Designed and prototyped the Deformable Pneumatic Mask to address single-use mask issues, integrating sensors for **data collection** while ensuring a lightweight, comfortable form factor—significantly improving user compliance.

Product Engineer – Interactive Structures Lab, Carnegie Mellon University

Jan. 2024-June 2024
Pittsburgh, USA

- Cooperated with Mesh Sense Group; Prototyped Morphing Structures; 3D Modeling
- Designed and manufactured Printed Circuit Board (PCB)

Computational Design – CodeLab, Carnegie Mellon University

Jan. 2024-June 2024
Pittsburgh, USA

- Trained a sensor recognition model and built online database for microcontroller users.

Urban Data Analysis Intern – ECADI

June 2022-Oct. 2022
Shanghai, China

- Led cross-functional collaborations with government agencies and planners to address complexities along Pudong Airport hubs, delivering data-driven insights, identifying key issues, and producing strategic visual reports that influenced large-scale product decisions.

PROJECTS

EmoE: Emotion Education Mobile App for Children | User Interview, Figma

2024

- Received First Prize in CMU UX design Hackathon, topic: **Emotion and Education**
- Designed **product wireframes and user interface** to guide children in expressing emotion

PetPals: AI-based Pet Social Web App | Figma, Python, Django, React, SQL, OpenAI API, AWS

2024

- Designed and developed a responsive web app for personalized pet social experiences, using Figma to create intuitive user flows, seamless navigation, and efficient data management, **user satisfaction rose by 20%** in initial testing.
- Optimized an AI-driven recommendation system (OpenAI API) to deliver personalized pet content and matchmaking, demonstrating a methodology for scalable e-commerce product recommendations. Collaborated with stakeholders to define success metrics, leveraging user feedback to iterate on the UX design
- Leveraged data visualization and analytics** to present real-time pet activity dashboard, integrated **Google Maps API** for location-based services and third-party authentication via **Google OAuth**, ensuring robust user access control.
- Deployed the application on **AWS EC2** and established a **CI/CD pipeline** with **JUnit** for automated testing, deployment, and continuous integration, ensuring iterative design and quick prototype of **Generative AI** features.

MR Finder: AI-powered Lost and Found XR App | Figma, Unity, Meta Quest

2025

- Led an **end-to-end user-centered design** for an **AI-driven XR prototype** at MIT Reality Hack, merging OpenAI API, SLAM, and MRTK to enable **voice-based conversational interactions** for locating real-world items and optimizing cross-functional collaboration.
- Established a Figma-to-Unity pipeline with modular MRTK prefabs include voice UI, gesture-free keyboard.

EDUCATION

Carnegie Mellon University, Pittsburgh, USA

May 2025

Master of Science in **Computational Design**, focus on **Human-Computer Interaction and AI Products**

Courses: Web application, Design AI product, Machine Learning, Soft robotics, Microcontroller

Southeast University, Nanjing, China

May 2023

Bachelor of Engineering in Urban and Rural Planning, focus on **Data Analysis and Data Visualization**

SKILLS

Design: AI-Driven Design, Wireframe, Interaction Design, User Flow, Journey Map, Information Architecture, Axure

Programming: Python/Java/JavaScript, HTML/CSS/React/Remix/Three.js/Framer Motion, Node.js, Django, SQL, AWS

Tools: Figma, Sketch, Miro, Adobe Suite, Unity, Solidworks, Rhino, Arduino, 3D Printing, TouchDesigner, Stable Diffusion

Research: User Interview, Qualitative Analysis, Data Visualization, Usability Testing, A/B Testing, Agile(Jira, Confluence), Flash