

Professional Summary

UI/UX Designer specializing in **end-to-end product design**, from research to high-fidelity prototypes. Proven track record of improving retention (+12.6%) and conversion rates (+8%) through data-driven UX solutions. Proficient in **responsive web** and **native app design, front-end development** (React, JavaScript), and **AI-driven tools** (Midjourney, Stable Diffusion). Committed to accessibility and data-driven decision-making.

Work Experience

GoValley | Product Designer

May 2024 - Present

Remote, USA

- Improved GoValley job hunting website, HAITOU, via applying Google Material Design System, resulting in increasing user retention rate by **12.6%** and conversion rate by **8%**, and reducing bounce rate by **14.8%**.
- Proposed **3 MVP features** based on user insights and performance data, driving business growth.
- Designed wireframes and prototypes to validate **4 UX approaches**, reducing bounce rate by **14.8%**.

RISD | Teaching Assistant

February 2025 - Present

Providence, USA

- Teaching Assistant for ID 3274-01, Designing With Emerging Technologies: Generative AI, in the RISD **graduate-level** Industrial Design Department.
- Led workshops on **9+ generative AI tools** (Midjourney, Stable Diffusion, etc.) for graduate students.

Forbes China | UX Design Intern

June - September 2022

Shanghai, China

- Generated clients' events UX assets, including banner design, campaign graphic design assets, and social media content strategies to enhance campaign exposures by **21%**.
- Presented creative campaign proposals to clients' team and won clients deal via initiating **5 UX** design approaches.

China Mobile MIGU Video | VR Experience Design Intern

June - August 2021

Shanghai, China

- Innovated and executed new VR Interface Design strategy by applying **Apple Human Interface Guidelines** to improve user satisfaction rate by **12%**.
- Presented the MIGU VR platform to **100+ attendees** at the largest Digital Entertainment Expo in China (ChinaJoy).

Project Experience

CLICON Modular Controller | Designer, Engineer

September - December 2024

Providence, USA

- Prototyped a functional modular controller MVP, utilizing user-centered design principles and **iterative prototyping** to validate key interactions.
- The modular controller supports multiple interchangeable control modules. Depending on the module, the controller can be used to play different types of games, including the vast majority of games on major platforms such as PC, Mac, and Android.

AccUI | UI/UX Designer, Frontend Developer

September - December 2024

Providence, USA

- Designed and developed a React web application to **automate accessibility fixes** using Axe-core and GPT API, incorporating **WCAG guidelines** and conducting usability testing with **30+ developers** to ensure effective implementation and improve compliance workflows.

Education

Brown University & Rhode Island School of Design

Master of Arts in Design Engineering

July 2024 - May 2025

UC San Diego

Bachelor of Arts in Communication

Minor: Design, Computer Science and Engineering

September 2020 - June 2024

Skill-sets

Design

Responsive Web Design / Mobile App Design / User Interface Design / User Experience Design / Sketching Wireframing / Hi-Fi Prototype / Design System / Information Architecture / Persona / User Flow / Storyboarding / Branding / Accessibility Design

Research

User Research / Usability Testing / Qualitative Research / Quantitative Research / Competitive Analysis

Design Tools

Figma / Figjam / Adobe CS / Adobe xD / Photoshop / Illustrator / InDesign / Sketch / After Effects / Principle / Flinto / Miro / Invision / Dovetail / Blender / Rhino

Development

HTML / CSS / Javascript / Typescript / React / Node.js / C# / C++ / Java / Python / Android Studio / Unity / Github

AI & Emerging Tech

Midjourney / Stable Diffusion / LoRA / Control Net/ ComfyUI / 11Labs / Vizcom

Awards & Certificate

Magna Cum Laude Academic Honor

June 2024

Google UX Design Professional Certificate

December 2022