



Education

Georgia Tech Master's Degree, Human-Computer Interaction (HCI) Focus: User Experience Design, User-Centered Design Methodology, Interaction Design	Aug 2021 – Dec 2023 GPA: 3.8/4
University of Edinburgh Master's Degree, Design Informatics Focus: Data Visualization, Data Analysis, Qualitative Research, Python, UX Design	Sep 2020 – Dec 2021 GPA: 3.3/4
Shanghai Maritime University Bachelor's Degree, Product Design Focus: Industrial Design, Product Design, 3D Modeling, Graphic Design	Sep 2014 – Jun 2018 GPA: 3.4/4, Ranked #1/53

Work Experience

IKEA Kreativ Product UX Designer - Shipped post-launch UX improvements for Room Builder, a web platform that lets customers create 3D digital twins of their rooms to shop IKEA products. Improved core success metrics over a year, adoption 4% to 56%, CSAT 59 to 74 (+25%), and revenue per DAU 4.48 to 32.39 EUR. Since product release, it has reached a 3.5M+ global user base across 183 countries. - Drove end-to-end design for Measurements, a cross-platform digital experience that visualizes item dimensions and spacing in 3D rooms at scale, helping users assess furniture fit and reduce returns. Launched globally in Oct 2025 with 71% adoption. - Led UX for HELA Non-Lidar (Android), an AI-powered geospatial consumer product experience that generates 3D room models. Iterated designs cross-functionally across product development lifecycle, incorporating user feedback from 100+ user testing. - Contributed to user research to refine key user flows and touchpoints. Translated actionable user insights into stakeholder decks to inform data-driven design decisions and product strategy; partnered on A/B testing to validate design concepts.	Palo Alto, Sep 2024 – Dec 2025
Bosch Visual Designer Collaborated with the Vice President of Research and AI teams to translate complex AI concepts into clear presentation decks that communicated compelling stories for executive and external partners, with strong attention to detail. Designed posters and digital assets for Bosch AI Day event, ensuring consistency with Bosch design ecosystem and a high bar for visual craft. Produced storyboards, motion graphics, and videos for "Video-only Parking" project, elevating storytelling and visual polish.	Sunnyvale, Aug 2024 – Dec 2024
Tyche Futura Product Designer - Founding designer for TycheGo, a consumer-facing gig service mobile app. Worked closely with product managers to shape high level product vision, problem spaces, and scope across key business areas, spearheading design for customer and worker facing new features in a fast-paced, Agile environment. Launched in Singapore (Dec 2024). - Built the first design guide to establish design standards and best practices. Led rapid design experimentation from sketches to high-fidelity prototypes across the product release cycle, assessing trade-offs against user needs and business goals, and shipped specs to engineers to ensure design quality. Produced design assets to support marketing and growth campaigns.	Atlanta, Feb 2024 – Jul 2024
Microsoft Product Designer - Owned 0 to 1 UX design direction for Theme Designer, a large-scale B2B web product helping Web3 brands personalize their NFT marketplace. Defined design problems with PMs via competitive analysis and product roadmapping, established information architecture and reusable design pattern libraries aligned with Fluent Design System, and built 40+ interactive prototypes across 4 rounds of iteration for engineering execution and high-impact product experiences. - Core designer on Web3 Onboarder, building an early-stage gamified Web3/Crypto education product in 3 weeks. The demo presented compelling product narratives and received strong recognition in a presentation to the Corporate Vice President. - Benchmarked 10+ emerging AI-assisted image-generation tools, identifying strengths, gaps, opportunities, and industry trends to influence product direction and strategic decision-making for Microsoft's generative AI (LLM) platform, PowerNFT. - Delivered 19 NFT artworks, distributed to 2,400+ employees at Microsoft China's 2023 annual gala. Designed the event's key visual autonomously, displayed on the main stage for the full audience. - Created 10+ UI in Figma for native mobile platforms to support a pitch to Universal Studios, grounded in UX design principles.	Suzhou, Jun 2023 – Dec 2023
United Nations Visual Designer	New York, May 2022 – Aug 2022

- Designed **40+** social media visuals using **Adobe Creative Suite** for global organizations, including **UNDP, WTO, Japan’s Ministry of Foreign Affairs**, optimized for engagement. Led visual design for the AI4Dev campaign. Produced **30+** posters and visual assets for 6 African influencers to showcase their innovative initiatives and measurable impact.

IBM | Interaction Designer

Shanghai, Jun 2021 – Aug 2021

- Drove the end-to-end design process for Review Center, a **B2B** product feature on Eco-cloud Market, enabling enterprise users to manage order reviews. Improved navigation and scalability via streamlined workflows aligned with user needs and business objectives. Presented prototypes and communicated design rationale to leadership for multi-functional stakeholder management. Delivered detailed design documentation for pixel-perfect implementation. **Shipped Jul 2021.**
- Led interaction design for SCC, a developer-facing **SaaS** tool on the Eco-cloud Market. Collaborated effectively with cross-functional teams to define product requirements and evaluate technical constraints. Iterated on mock-ups across **6+** design reviews to improve typography, layouts, hierarchy, usability, color, and interaction quality. Handed off **100+** high-fidelity web interfaces in **Sketch**, consistent with IBM’s Carbon design language. **Shipped Aug 2021.**

Project Experience

Historia Studio | UX Design Lead

San Jose, Apr 2025 – Present

- Led design of Historiq, an AI-driven iOS app that makes history visual and engaging, leading a product team of 3 designers.
- Drove iterative design strategies and multi-disciplinary team alignment while navigating ambiguity. Crafted high-quality mobile design with accessibility standards baked in. Built a solid track record of design excellence, earning **11** international design awards, including **Red Dot Design Award, iF Design Award, and K (Korean) Design Award (Top 1%).**

Dexmate AI | Product Designer

Sunnyvale, Nov 2024 – Mar 2025

- Designed UX for Vega Connect, a desktop software product for configuring a mobile robot built on emerging technologies.
- Prototyped 3D data visualizations and intuitive user interfaces in **Figma**. Contributed to design guidelines and the component library to maintain consistency and a scalable system. Received **4** international design awards, including **Red Dot** and **MUSE**.

eBay | UX Designer

Atlanta, Jan 2022 – May 2022

- Drove the UX research and design for eBay’s customer service web experience, improving support discovery while ensuring an accessible e-commerce experience. Conducted **10** interviews. Analyzed qualitative and quantitative data and created **2** personas to capture user desires, challenges, pain points, and motivations. Prototyped **5** design solutions from wireframes to high-fidelity mockups, partnering with eBay designers and user researchers to balance feasibility and business needs.

Design Awards

Red Dot Design Award x3 Red Dot Award Winner x3	iF Design Award x1 iF Design Award Winner x1
European Product Design Award x2 Winner x2	C2A Award x2 Best of the Best Award x2 (Top 2%)
K Design Award x2 Gold Award Winner x1 (Top 1%), Winner x1	London Design Awards x2 Gold Award x2
Italian A Design Award x2 Silver Award x1, Bronze Award x1	Core 77 Design Award x1 Professional Winner x1
NY Product Design Awards x2 Gold Award x1, Silver Award x1	French Design Awards x2 Gold Award x2
MUSE Design Awards x4 Gold Award x2, Silver Award x2	American Good Design x2 Gold Award x2
IDA Design Awards x2 Honorable Mention x2	DNA Paris Design Awards x2 Honorable Mention x2

Skills

Design: User Interface Design, Digital Design, Wireframing, Rapid Prototyping, Interaction Patterns, Design System, Scrum, Agile, Product Thinking, Design Sprint, UX/UI Design, Iconography, Design Thinking, Communication Skills, Leadership, Animation, Software Design, Design Specifications, Mobile Application, Systems Thinking, Service Design, Design Critique, Inclusive Design, Problem Solving, Human-Centered Design, Experience Strategy, Comps/Compositions, Cross-Functional Collaboration, Information Architecture, Data-Driven Decision-Making, Motion Design, Product Management, Design Iteration, Responsive Web Design, Brand Guidelines

Research: Interview, User Persona, User Journey Mapping, Usability Testing, Surveys, Storyboarding, User Flow, Data Analytics

Prototyping Tools and Programming: Figma, Adobe Creative Suite (Photoshop, Illustrator, Adobe XD, After Effects, InDesign), Framer, Blender, CSS, JavaScript (JS), Python, HTML, Machine Learning, Vibe Coding, Webflow, Sketch, FigJam, Keynote, Cinema 4D, Front-End