

EXPERIENCE

UX Engineer & Digital Strategy Intern · UW SDRG Feb 2026 - Present

- Led UX audits and content-strategy analysis to identify navigation, discoverability, and content gaps across a research-services website.
- Mapped user journeys and redesigned information architecture to clarify service pathways for prospective partners.
- Reframed academic project listings as client-facing case studies; proposed SEO keywords and lead-tracking improvements.

Product Manager Intern · Yangguang Jun - Dec 2025

- Led requirements analysis for smart-lighting devices and electrical appliances across product, app, and service touchpoints.
- Translated user research into PRDs, user flows, and product specifications with hardware, design, and business stakeholders.
- Improved service-process concepts across the customer lifecycle, from onboarding and control to ongoing support.

Research Assistant · Guanyun Lab 2023 & 2025

- Supported FingerCage, a 4D-printed hand orthosis, through Arduino-based force sensing, structural optimization, and product testing.
- Contributed to MagneChase tangible games for children through product modeling, user research, and child-friendly visual design.
- Worked across rapid prototyping, interaction refinement, and research evaluation with interdisciplinary collaborators.

UX Design Intern · MEGAMAN Jan - May 2023

- Supported Android-app feature development for connected-lighting control and coordinated functionality with product specifications.
- Tested and optimized performance across multiple Android devices to deliver a smoother, more consistent app experience.
- Collaborated with hardware engineers and UI/UX designers to align the digital app with the physical product.

Design Researcher · National Innovation Program 2024

- Designed an expandable rehabilitation orthosis that adapts to swelling while maintaining close skin contact and pressure distribution.
- Applied 3D printing for personalized anatomical matching and developed an app concept to monitor orthosis status and treatment plans.

EDUCATION

University of Washington

M.Comm. in Digital Media

Expected Jun 2027

University of Waikato

B.E. Industrial Design

GPA 3.71/4.0 | 2021 - 2025

SELECTED HONORS

10th Academy Award
National Art & Design
Competition

2024 | Finalist

FA International Frontier
Innovation

2024 | Bronze Award

Asia Youth Rookie Awards

2024 | International Second Award

Finland AG Design Award

2024 | Bronze Award

Asia College Student
Creative Design Competition

2024 | First Award

ICAD Youth Art & Design

2024 | Bronze Award

SKILLS

UX Research

Product Strategy

Information

Architecture

User Testing

Interaction Design

Service Design

TOOLS

Figma

Adobe Suite

Rhino / Blender

HTML / JS

React / Node

Java / SwiftUI

Arduino / Unity

Languages: Chinese (Native), English (Fluent)