

## Experience

**UX Design Intern @TikTok**

San Jose, CA (on-site)

May – Oct 25'

**Drove TikTok's global large-radius visual upgrade** by codifying cross-platform corner-radius tokens and component guidelines, reducing mis-taps and projecting +0.6% active CTR (millions of daily interactions at billion-user scale).

Led cross-functional execution across design, QA, and engineering, aligning 180+ QA testers and 100+ feature designers; identified review gaps and launched automation tooling, improving review efficiency by 30%.

Defined motion and loading standards for a high-traffic Profile surface; standardized skeletons and micro-interactions to improve responsiveness, projecting +0.8% content penetration and +0.5% relationship actions.

Owned component delivery end-to-end, partnering with feature teams to meet business requirements and improve stability for scalable adoption.

**Product Designer @SoFiIT**

Los Angeles, CA (hybrid)

May 24' – May 25'

**Led the redesign and iteration of the MVP from the ground up**, collaborating with cross-functional partners to enhance user flows, visual design, and product strategy, resulting in a 42% increase in retention and re-engagement.

Implemented data safety and accessibility features aligned with school policies, including .edu verification and privacy protection mechanisms, resulting in 0 reported security or privacy incidents.

Optimized user journeys using heat-maps and focus group feedback, leading to a 27% faster completion time and improved satisfaction rates.

Executed user research and analysis, hosted two USC focus groups with 10+ participants each, and iterated the design through ongoing feedback cycles.

**Product Designer @Tencent**

Wuhan, Hubei, China (on-site)

Jun – Sep 24'

Partnered with product managers and R&D teams to deliver 10+ key features for China's leading map app, improving workflow efficiency by 15% through iterative design collaboration and feedback loops.

Designed scalable feedback components for multi-functional pages, improving user tracking and boosting submissions by 18%.

Increased confirmation rates by 86% through A/B testing, leveraging segmented data to drive user insights and optimize design.

## Education

**ArtCenter College of Design**

Pasadena, CA

Sep 22' – Apr 26'

**Bachelor of Science in Interaction Design**

GPA 3.9/4.0, Provost's List: SP23, SU23, FA23, SP24, FA24, SP25, FA25

Interaction Design TA, Grad and Undergrad Visual IxD TA, Orientation Leader

## Skills

Product design  
Interaction design  
UX/UI design  
Design system  
Prototyping  
Visual & motion design

A/B testing  
Information architecture  
Metrics-driven iteration  
Cross-functional communication  
Storytelling & presentation  
User research & usability testing

Figma  
Origami  
Adobe Creative Suite  
Lovable  
SwiftUI  
Blender