

Andrew Huang

Product Designer

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EXPERIENCE

IBM Research | Product Design Intern

May 2024 - August 2024

Cambridge, MA | MIT-IBM Watson AI Lab

- Designed and launched three user-centered generative AI features to improve reading comprehension and retention in IBM Research blogs; collaborated with the VP of Design, senior product managers, designers, engineers, and writers to understand requirements and align vision for design solutions.
- Designed low and mid-fidelity wireframes based on user research and competitor analysis; refined wireframes into high-fidelity prototypes through user testing and iterative feedback.
- Conducted more than 20 interviews with researchers and clients to user test high-fidelity prototypes and validate design concepts.
- Led product meetings to deliver over 10 UX/UI design consistency solutions for the IBM Research website, which receives 1.1 million page views.
- Collaborated with a team of 10 to build a watsonx.ai prototype predicted to help 74% of clients save five hours weekly searching for relevant blog information.

California Institute of Technology | Design Engineer

March 2024 - May 2024

Pasadena, CA

- Designed and launched an AI color generator website from the ground up using HTML, CSS, and JavaScript, which was used by more than 150 Caltech students in CS132 and CS121, endorsed by Professor El Hovik.
- Developed a two-week project assignment for students, detailing specifications for building the project using HTML, CSS, and JavaScript, assigned to CS132 students each semester.
- Collaborated with eight Caltech TAs and a professor to design and launch the Caltech course website for students each semester.

Kley | Product Design Intern

May 2023 - August 2023

Pasadena, CA

- Led design research for a real estate project, working directly with the CTO to define project scope.
- Conducted more than 5 user interviews with real estate agents to understand their needs and behaviors, gathering insights for selling homes.
- Collaborated with designers, product managers, and engineers throughout the design process to understand user needs to define a user journey.
- Delivered the entire research process to the CTO, providing actionable insights validated through user interviews, competitive audits, and user journey maps.

EDUCATION

ArtCenter College of Design

Bachelor of Science in Interaction Design

Anticipated Spring 2025

Pasadena, CA

GPA 3.98

Selected to collaborate with the Adobe and Rivian design teams to develop product design concepts for the future of Rivian using Figma and Adobe Creative tools.

California Institute of Technology

Cross Enrollment Program in Web Development

September 2023 - 2024

Pasadena, CA

RECOGNITION

1st Place Prize | Creator LA Vision Pro Hackathon

February 2024

Led product design for a spatial note taking generative AI project for Apple Vision Pro, winning first place with a team of four out of 50+ candidates.

Alyce de Roulet Williamson Gallery

April 2022 - April 2023

Provost's List

Dean's Scholarship

September 2022 - April 2025

SKILLS

Design

User-centered Design, User Interface Design, Prototyping, Mockups, Storyboards, Wireframes, Usability Testing, Interviewing, User Research, Typography, Design Systems

Software

Figma / Photoshop / Illustrator / Protopie / Miro / Framer / HTML / CSS / JavaScript / XCode / Python / SolidWorks / Procreate

CERTIFICATION

Codecademy JavaScript

Issued January 2023

Google UX Coursera

Issued March 2022