

EXPERIENCE

Product Design Intern & Research Assistant CMU HCI Lab

Jan - Aug 2026 | Internship

- Designed a text-free, hub-and-spoke experience for children ages 3-6, translating psychological research requirements into exploratory flows and interaction feedback
- Built a character design system using Pantone color frameworks to control visual variables across the experience
- Contributed to parallel A/B testing of two prototypes, balancing child engagement with research data needs during design iteration

Product Design Intern Syn AI

Apr - Aug 2025 | Internship

- Led product design for a 0-to-1 AI mental wellness MVP, restructuring information architecture and simplifying a core user flow from 4 steps to 1
- Explored visual directions, one of which the product manager selected as a reference for other designers; established a v0.1 design system
- Aligned 4 cross-functional teams on MVP scope and UI language, delivering screens and interactions for an App Store launch with 60 organic downloads on day one

Strategy & Design Intern Focus Media

Apr - Aug 2024 | Internship

- Designed social visuals and promotional video concepts for Vivo V30 and Grab; related content gained 500+ views and 30+ followers
- Refined client presentations for KLCCP and Buz and adapted company visual identity across social assets, maintaining consistency and clear storytelling

PROJECTS

Product Designer Aura Craft

Jan - Feb 2026 | Personal Project | App Prototype

- Conducted user interviews and used think-aloud feedback to explore flows for organizing thoughts and aligning goals in an AI mental wellness concept
- Designed 40+ screens, completed 30+ design iterations, and used AI-assisted coding to build a functional exploratory prototype

Product Designer ISLE

Jul - Oct 2024 | Design Project | Concept & Prototype

- Conducted 7 semi-structured interviews and consulted 2 counselors, developing personas and emotional journeys for a cross-device rest experience
- Designed mobile and watch UI, reminder and sharing flows, and Vision Pro concept visuals; collaborated with a technical advisor on a working Arduino prototype

EDUCATION

Carnegie Mellon University

Aug 2025 - May 2027 (Expected) | Pittsburgh, PA, USA
Master of Entertainment Technology

Xiamen University

Sep 2020 - Aug 2024 | Selangor, Malaysia
Bachelor of Arts in Advertising (Honors)

SKILLS

Design

Product Design
Interaction & Visual Design
Information Architecture
User Flows & Wireframes
Design Systems
User Interviews
Prototyping & Iteration

Tools

Figma
Cursor
Adobe Suite
Miro
Canva

Languages

English (fluent)
Mandarin (native)

AWARDS

MUSE Design Awards: Silver Award, App Concept Design (2025)