

SKILLS

Design:	Research:	2D&3D Tools:	Programming:
Wireframing, Prototyping, Interaction Design, User Flows, Journey Mapping, Information Architecture, 3D modeling, AI-Driven Design	User Interviews, Focus Group Interview, Persona, Qualitative Interview, Competitor Analysis, Usability Testing, A/B Testing	Figma, Sketch, Adobe Suite, Miro, Unity, Solidworks, Rhino, SketchUp, AutoCAD, 3D Printing, Laser Cutting	Python, Java, JavaScript, Html/CSS, Arduino, SPSS, Grasshopper

WORK EXPERIENCE

UX Design Intern – Phillips (Sleep and respiratory care) <ul style="list-style-type: none"> Developed the embedded UI for Dream Station X, incorporating micro-animations and multiple UI themes to improve engagement between the device and mobile app. Enhanced the sleep stage feature for the Dream Mapper app, providing users with sleep pattern insights and improving interaction with Philips SR&C devices. Led user testing for Dream Station X, conducting in-person usability tests and A/B testing to gather feedback, guiding iterative design improvements. Led the design and prototyping of the Deformable Pneumatic Mask, creating a customizable, eco-friendly 2D mask using deformable materials and pneumatic devices to address single-use mask issues in sleep tests. Contributed to the Smart Mask project, integrating sensors for data collection while ensuring the mask remained lightweight and comfortable, solving usability challenges. 	June 2024-Present Pittsburgh, USA
Product Design Research – Interactive Structures Lab, Carnegie Mellon University <ul style="list-style-type: none"> Cooperated with Mesh Sense Group; Prototyped Morphing Structures; 3D Modeling Designed and manufactured Printed Circuit Board (PCB) 	Jan. 2024-June 2024 Pittsburgh, USA
Computational Design Research – CodeLab, Carnegie Mellon University <ul style="list-style-type: none"> Trained a sensor recognition model and built online database for microcontroller beginners. 	Jan. 2024-June 2024 Pittsburgh, USA
Urban Data Analysis Intern – ECADI <ul style="list-style-type: none"> Conducted two data analysis projects using ArcGIS and user research on the Suzhou River region and Pudong Airport's transportation infrastructure in Shanghai. 	June 2022-Oct. 2022 Shanghai, China

PROJECTS

Competition – CMU UX design Hackathon, CMU User Experience Association <ul style="list-style-type: none"> Received First Prize in CMU UX design Hackathon, topic: Emotion and Children Designed product wireframes and user interface to guide children in expressing emotion 	2024
Competition – Students' Platform for Innovation and Entrepreneurship Training Program <ul style="list-style-type: none"> Research on Historical Site Protection in Nanjing Based on Spatiotemporal Data Association Led team to received First Prize 	2022
Workshop – Smart CLT for Sustainable Intelligent construction - MIT Sensible City Lab <ul style="list-style-type: none"> Optimize the production of Cross Laminated Timber panels; Data visualization of wood waste Create Grasshopper script to control the KUKA robot for wood milling 	2023
Workshop – AI for Carbon Neutral Cities – SD-II Lab, Tongji University <ul style="list-style-type: none"> Optimize the configuration of bike-sharing and training a ML model; Analyze climate data. 	2022

EDUCATION

Carnegie Mellon University, Pittsburgh, USA Master of Science in Computational Design , focus on Human-Computer Interaction Courses: Web application, Design AI product, Machine Learning, Soft robotics , Microcontroller	May 2025
Southeast University, Nanjing, China Bachelor of Engineering in Urban and Rural Planning, focus on Data Analysis	May 2023

PUBLICATION

Using Explainable Machine Learning to Understand the Factors of Meteorology, Epidemic, and Urban Space Affecting Bike-sharing Trips on *Sustainable Cities and Society*
Sculptable Mesh Structures for Large-Scale Form-Finding, *UIST 2024 conference (under review)*