

Education	Washington University in St. Louis Sam Fox School of Design & Visual Arts Candidate for BFA in Communication Design, Minor in Human-Computer Interaction GPA 3.96 / 4.0	August 2022 – May 2027
Experience	AI Product Design Intern (Year-long) Schneider Electric, Beijing, China - Built an agentic factory demo from scratch using an AI-native development workflow, presented live with physical robots at Schneider's pavilion at the World Artificial Intelligence Conference (WAIC) in Shanghai and across 9 internal demos; now in official product development. - Delivered production-level web UI design for a factory energy-monitoring platform, working with the UX team to raise an AI-generated prototype to the company's design system standard. Academic Mentor, Human-Computer Interaction Tech X Academy, Shanghai, China - Taught introductory workshops and developed curriculum on creative coding, UI / UX and Figma fundamentals to highschool and college level students. Mentored hackathon teams on web design projects, securing 1st place win among 100+ competing teams. Design Lead DePHY, Mountain View, CA - Developed DePHY's initial branding, landing pages, and public-event materials with founders and developers, gaining 24k+ followers on Twitter. - Designed and prototyped industrial-grade hardware, product packaging, and user manuals for crypto hardware; coordinated with factories to oversee production. Co-Founder & UI / UX Designer Dino Labs, Palo Alto, CA - Worked with full-stack developers to design responsive, high-fi prototypes, design systems, and branding for multiple iterations of event platform dino.live, driving 5K+ visits and 1K+ user sign-ups in the first month. - Created promotional assets for events such as Stanford Blockchain Conference, boosting social engagement by 3K+ Twitter followers. - Contributed to securing \$100K in grants from MiraclePlus (formerly YC China).	May 2026 – May 2027 July 2024 – August 2025 January 2024 – June 2024 January 2023 – December 2023
Projects	Contract Web Designer & Developer HOUR Studio, Chicago, IL - Collaborated on the homepage redesign, owning UI design decisions and front-end implementation from concept to launch. - Refactored the existing codebase to improve maintainability and implement a design system. UI / UX Designer & Developer WashU Humanities Digital Workshop, St. Louis, MO - Led the redesign of the Gender Violence Database website UI and visual identity to clarify content structure and improve data discoverability. - Hand-built the interface in HTML, CSS, and vanilla JavaScript with AI-assisted debugging, working with engineers to integrate it into the site's Vue codebase at launch.	Feburary 2026 – Present October 2025 - April 2026
Awards	Core77 2026 Student Design Award 1st Place (Interaction Design) and Honorable Mention (Speculative Design) Awwwards Web Design, Honorable Mention BeWater Annual Web3 Hackathon - NFT 2nd Place with \$5k grant	June 2026 January 2026 May 2023
Skills	Figma, Adobe Creative Suite (Photoshop, Illustrator, Indesign, Premiere), Final Cut Pro, Procreate, Blender, Shapr3D, TouchDesigner, Unity HTML, CSS, JavaScript (Processing, p5.js, GSAP, three.js) Cursor, Claude, Krea.AI	

教育背景	华盛顿圣路易斯大学 (Washington University in St. Louis) 2022.08 – 2027.05 Sam Fox 设计与视觉艺术学院 本科视觉传达专业 (BFA) 在读, 人机交互 (HCI) 辅修 GPA 3.96 / 4.0
工作经历	AI产品设计实习生 (为期一年) 2026.05 – 2027.05 施耐德电气, 中国北京 - 运用AI原生开发工作流, 从零搭建智能工厂Demo, 通过实体机器人向区域领导层及合作伙伴进行了9场现场演示, 观众达500人; 该项目现已正式立项进入产品开发阶段。 - 负责工厂能源监测平台的Web界面设计, 与算法工程师协作, 对其AI生成的原型进行打磨并推进至可量产版本。 学术助教 (人机交互课程) 2024.07 – 2025.08 Tech X Academy, 中国上海 - 面向高中及大学生开设创意编程、UI/UX 与 Figma 基础入门工作坊, 并独立开发相关课程内容。指导黑客松参赛团队的网页设计项目, 带领团队在100+参赛队伍中斩获冠军。 设计负责人 2024.01 – 2024.06 DePHY, 山景城 (美国加州) - 与创始团队及开发人员合作, 搭建 DePHY 品牌初期视觉体系、官网落地页及线下活动物料, 收获推特2万+粉丝。 - 负责加密硬件产品的工业级硬件设计与打样、包装设计及用户手册制作; 对接工厂, 把控生产流程。 联合创始人 & UI/UX 设计师 2023.01 – 2023.12 Dino Labs, 帕罗奥图 (美国加州) - 与全栈开发团队协作, 为活动平台 dino.live 的多轮迭代设计响应式高保真原型、设计系统及品牌视觉, 产品上线首月即实现5000+访问量与1000+用户注册。 - 为斯坦福区块链大会 (Stanford Blockchain Conference) 等活动制作宣传物料, 推动 Twitter 粉丝增长3000+。 - 协助团队获得 MiraclePlus (原 YC中国) 10万美元资助。
项目	兼职网页设计师 & 开发工程师 2026.02 – 至今 HOOR 工作室, 芝加哥 - 参与官网首页改版项目, 主导UI设计决策及前端实现, 全程负责从概念设计到上线的完整流程。 - 重构现有代码库, 提升代码可维护性并搭建设计系统。 UI/UX 设计师 & 开发工程师 2025.10 – 2026.04 WashU人文数字工作坊, 圣路易斯 (美国密苏里州) - 主导组内性别暴力资料数据库 (Gender Violence Database) 的UI界面改版与视觉识别设计, 梳理界面层级结构, 优化信息查找与浏览体验。 - 借助 vibe coding 实现前端部分开发, 并与后端工程师协作接入数据分类系统, 支持网站全面上线。
奖项	Core77 2026 设计大奖, 学生组交互设计赛道冠军& 思辨设计赛道提名 2026.06 Awwwards 网页设计荣誉提名, 均分7.59/10 2026.01 BeWater 年度 Web3 黑客松, NFT赛道亚军 (获5000美元奖金) 2023.06
技能	设计类工具: Figma, Adobe Creative Suite (Photoshop, Illustrator, Indesign, Premiere), Final Cut Pro, Procreate, Blender, Shapr3D, TouchDesigner, Unity 前端代码: HTML, CSS, JavaScript (Processing, p5.js, GSAP, three.js) AI工具: Cursor, Claude, Krea.AI