

XIAOHAN YAN

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Portfolio: <https://xiaohanyan.studio>

SUMMARY

Multidisciplinary UX designer with a hybrid background in engineering and design, bridging hardware, software, and data. Experienced in end-to-end product design for web, mobile, and IoT platforms. Skilled in user research, interface and interaction design, and prototyping. Proficient in programming, low-code development, and A/B testing analytics. Passionate about integrating AI and accessibility principles to craft inclusive, user-friendly, and innovative experiences. Adept at translating complex requirements into clear design language and collaborating seamlessly with PMs and engineers to deliver measurable, human-centered product impact.

EDUCATION

University of Texas at Austin <i>Master of Science, Information Studies-HCI&UX track, College of Information</i> Relevant Coursework: Interaction Design Visual Design Quantifying UX Data Storytelling Data Wrangling	08/2024-05/2026
Zhejiang University (#45 in US News Global Universities) <i>Bachelor of Engineering, Industrial Design, College of Computer Science and Technology</i> Relevant Coursework: Information Product Design User Experience & Product Innovation Design Business Innovation Design Service Innovation Design Information & Interaction Design Technology Design Thinking & Expressions	09/2020-06/2024

WORK EXPERIENCE

Dell Technologies <i>UX Design Intern</i> ▪ Conducting competitive analysis of enterprise server hardware label design , evaluating information hierarchy, readability, and visual clarity across comparable infrastructure products. ▪ Leading stakeholder-centered research through interviews and design discussions with internal designers to identify functional requirements, constraints, and usability pain points. ▪ Synthesizing research findings from competitive analysis and stakeholder input into actionable design insights for label structure and visual language. ▪ Exploring and developing label redesign concepts and mockups to support internal design evaluation and future iteration.	01/2026-Now <i>Austin, TX</i>
Meituan <i>Product Design Intern</i> ▪ Established design guidelines for basic quick filters , defining the number of visible filters, color hierarchy, typography, and iconography to maintain visual harmony across pages ▪ Designed interaction flows for context-aware filtering bars , creating sketches and prototypes that demonstrated trigger behavior and micro-interactions; collaborated with engineers to fine-tune motion and responsiveness ▪ Iterated on product card layouts to balance information density and readability, fixing key attributes like price and sales position for faster comparison and scannability ▪ Partnered with PMs and engineers to align user insights with business goals, leading to measurable improvements in engagement and monetization (+1.1% GTV, +0.5% AOV)	05/2025-08/2025 <i>Beijing, China</i>
University of Texas at Austin, Information School <i>Graphic Design Assistant</i> ▪ Maintained and updated the iSchool website using Drupal 10 CMS, performing low-code adjustments with HTML/CSS to enhance layout, structure, and usability across key pages ▪ Led visual design projects including posters, icons, and event graphics that align with the school's branding and communication goals ▪ Conducted ongoing accessibility evaluations and redesigns , improving color contrast, link visibility, and keyboard navigation for a more inclusive user experience	02/2023-Now <i>Austin, TX</i>
Huawei Technologies <i>UX Design Internship, Intelligent Headset Project</i> ▪ Conducted in-depth industry research focusing on headphones, identifying emerging trends and potential user values ▪ Developed 5 innovative interaction solutions to optimize user experiences within smart headset applications ▪ Designed closed-loop user journeys , ensuring seamless and user-friendly navigation through the headset's features	10/2022-03/2023 <i>Remote</i>
Data-Driven Scene Design for E-commerce Live Streaming	10/2023-05/2024

Undergraduate Capstone Project

▪ Explored how data and AI can inform live-streaming interface design to improve engagement and personalization
▪ Built a **user-design element mapping model** connecting audience traits with layout, color, and typography choices
▪ Proposed a **data-driven workflow** validated through user testing, improving efficiency and satisfaction

Hangzhou, China

Creative Cloud AI Design Platform

UI&UX Design Internship, WeChat Mini program

10/2022-01/2023

Hangzhou, China

▪ Conducted user interviews and questionnaires to identify new function positioning and strategy
▪ Defined the project's scope, framework, structure, and visual layer design based on user insights
▪ Collaborated with a team to create interface designs, spanning low-fidelity and high-fidelity prototypes

Research EXPERIENCE

HKUST(GZ) Accessible & Pervasive User EXperience(APEX) Research Group

07/2023-09/2023

UX Research Assistant

Guangzhou, China

▪ Conducted ethnographic research and literature reviews on the usability of short video platforms by **elderly users**
▪ Managed recruitment and questionnaire administration for over 12 participants
▪ Analyzed data from 8 interviews, identifying key usability challenges

SKILLS & LANGUAGES

Design Tools & Methods: Figma, Miro, Adobe Creative Suite (Illustrator, Photoshop), Prototyping, Wireframing, Design Systems, Accessibility Design, Visual Communication

Technical & Data: HTML/CSS, Drupal, SQL, R, Python, Tableau, Java, C++, A/B Testing Analytics

User Research: User Interviews, Ethnographic Research, Diary Studies, Focus Groups, Survey Design, Usability Testing

Languages: English (Professional Working Proficiency), Mandarin (Native)

AWARDS & HONORS

▪ Outstanding Graduate, Zhejiang University	2024
▪ Zhejiang Provincial Government Scholarship (Top 3%)	2021
▪ The 8 th China International College Students' 'Internet+' Innovation and Entrepreneurship Competition <i>Silver Award / Vice Captain</i>	2022