

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 08/2024-05/2026

Master of Science, Information Studies-HCI&UX track, College of Information

Relevant Coursework: Interaction Design | Visual Design | Quantifying UX | Data Storytelling | Data Wrangling

Zhejiang University (#45 in US News Global Universities) 09/2020-06/2024

Bachelor of Engineering, Industrial Design, College of Computer Science and Technology

Relevant Coursework: Information Product Design | User Experience & Product Innovation Design | Business Innovation Design | Service Innovation Design | Information & Interaction Design Technology | Design Thinking & Expressions

WORK EXPERIENCE

Dell Technologies 01/2026-Now

UX Design Intern

Austin, TX

- 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.

Meituan 05/2025-08/2025

Product Design Intern

Beijing, China

- 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)

University of Texas at Austin, Information School 02/2023-Now

Graphic Design Assistant

Austin, TX

- 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

Huawei Technologies 10/2022-03/2023

UX Design Internship, Intelligent Headset Project

Remote

- 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

Data-Driven Scene Design for E-commerce Live Streaming 10/2023-05/2024

- Undergraduate Capstone Project

Hangzhou, China

 - 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
- Creative Cloud AI Design Platform

10/2022-01/2023

UI&UX Design Internship, WeChat Mini program

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 University2024
 - Zhejiang Provincial Government Scholarship (Top 3%)2021
 - The 8th China International College Students’ ‘Internet+’ Innovation and Entrepreneurship Competition2022
- Silver Award / Vice Captain