

Ziying Qi

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UI/UX Designer with 2+ years experience launching digital products in healthcare, e-commerce, and beyond; startup background with expertise in AI products and cross-platform design.

EXPERIENCE

UI/UX Designer, Philips	June 2024 – Dec. 2024
<ul style="list-style-type: none">Launched agile design workshops to introduce AI product thinking and align stakeholders, driving the extension of Philips' FDA-compliant design system.Led end to end embedded UI design for Dream Station X, delivering a scalable and accessible interface that improved visual clarity, reduced cognitive load and increased user satisfaction by 15%.Conducted usability tests to refine onboarding and task flows, including in-person A/B sessions with respiratory therapists and remote validation via UserTesting.com, resulting in a 20% increase in task completion rate.	
UI/UX Designer, Freelance	Jan. 2024 – May 2025
<ul style="list-style-type: none">EatMeFirst: Founding designer of an AI-powered food management app in an early-stage startup, with 0–1 design covering inventory tracking, expiry alerts, and smart recipes. Built a scalable design system with micro-interactions and component libraries, leading to App Store launch with 5K+ users.MR Finder: Designed AR navigation solutions for Meta Quest 3 to help users locate misplaced items, focusing on voice-first interaction and spatial UI layout and defining user-centered design approach, collaborated with cross-functional teams.PetPals: Led 0–1 design of PetPals, an AI-powered platform for pet communities, delivering 5+ design solutions including GenAI-driven content matching, personalized discovery, and location-based exploration. Validated MVP with 50+ early users in 3 months.	
UI/UX Designer/Conversation Designer, Social AI Group	May 2025 – Present
<ul style="list-style-type: none">Led 0–1 design of a breast cancer risk chatbot, mapping flows with LLM + RAG integration in Dialogflow CX.Delivered core UI components and design system guided by accessibility and emotional clarity, validated through 30+ patient and clinician interviews.	
UX Researcher, ECADI	June 2022 – Oct. 2022
<ul style="list-style-type: none">Conducted UX research with government stakeholders to define planning needs, translating insights into dashboards with user-centered visualization to support policy decisions.	

EDUCATION

Carnegie Mellon University	2023 – 2025
<i>Master of Science in Computational Design, focus on Data-Driven Product</i>	Pittsburgh, USA
Southeast University	2018 – 2023
<i>Bachelor of Design, minor in Data Visualization</i>	Nanjing, China

SKILLS

Design: AI Product Design, Agile & Lean UX, Interaction Design, Design Systems, Accessibility (WCAG), Wireframing, Storyboard, Prototyping, Visual Design, Branding Guidelines, Information Architecture, Responsive Design
UX Research: Data Visualization, User Interview, Journey Mapping, UX Writing, Usability Testing, A/B Testing
Programming: HTML/CSS/React, Python, Javascript, Three.js, Node.js, Django, SQL
Tools: Figma, FigJam, Framer, Pendo, Miro, InVision, Adobe Creative Cloud, Sketch, Photoshop, Illustrator, Axure

PUBLICATIONS & AWARDS

- UIST 2025(Symposium on User Interface Technology) - Sculptable Mesh Structures for Large-Scale Form-Finding
- CMU UX Design Hackathon 2024 – First Prize, Mental Health Educational App for Children
- UXA Facemoji Case Competition 2024 – Second Prize