

JIAHUI CHEN

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EDUCATION

UNIVERSITY OF WASHINGTON

SEATTLE, WA

Sep 2022 – Jun 2026

- BA in Communication & BS in Informatics (Double Major), GPA: 3.93/4.00
- Achievements: Dean's List (7 quarters), Peer Mentor at UW Communication Club
- Courses: Information Ethics & Policy, Design Methods, Product & Info Systems Management, Research Studio, Database & Data Modeling, Research Methods in Informatics, Intro to Informatics, Data Science Foundations, UI/UX Design, Communication Theory

SKILLS

- Design & UX: Figma, Adobe XD, Wireframing, User Interviews, Accessibility Testing
- Data & Development: Python, SQL, HTML/CSS, JavaScript, Tableau, R, Git, MySQL
- Soft Skills: Public Speaking, Cross-cultural Communication, Project Management
- Languages: Fluent in English, Mandarin

WORK EXPERIENCE

INGEN DYNAMICS INC.

SANTA CLARA, CA

Jul 2025 – Nov 2025

UX/UI Design Intern

- Assisted in designing user-centered digital experiences through research, prototyping, and visual design.
- Conducted user research and behavioral analysis through interviews, surveys, and usability testing to uncover user needs and pain points.
- Created interactive prototypes and responsive interfaces using Figma and Adobe XD to validate design concepts.
- Collaborated with developers to ensure design fidelity and usability across humanoid and rover interfaces.
- Applied animation and interaction design principles to enhance engagement and accessibility in robotic interface.

SHENZHEN HIVE CULTURE COMMUNICATION CO., LTD

SHENZHEN, CHINA

Jun 2024 – Sep 2024

Algorithm Team Intern

- Evaluated and optimized recommendation algorithms to enhance platform personalization.
- Identified risks of filter bubbles and bias, sparking ethical inquiry into algorithm design.
- Proposed an alternative framework balancing engagement with viewpoint diversity.

RESEARCH & PROJECTS

REGRESSION, BAYESIAN STATISTICS, PYTHON DATA PROCESSING RESEARCH

REMOTE

Dec 2024 – Feb 2025

Project Lead

- Participated in an MIT-led project-based academic program on machine learning and data science methods covering data collection, representation, and supervised learning techniques.
- Explored real-world datasets using scikit-learn, NumPy, and pandas, covering data preprocessing, regression modeling, and Bayesian estimation, and applied statistical modeling to a self-designed problem and delivered a final presentation and paper under academic supervision.

DIGITAL HERITAGE PROJECT

YUNNAN, CHINA

Jun 2023 – Sep 2023

Web Development & Field Researcher

- Documented endangered Nakhi language and rituals through field interviews and media.
- Co-developed a bilingual website with interactive story maps, quizzes, and accessibility features.

EMOTIONAL HEALTH APP FOR PREGNANT WOMEN

SEATTLE, WA

- Designed and prototyped in Figma an emotion-detection tool supporting pregnant women's mental health.
- Focused on identifying depressive states and emotional fluctuations, offering support resources for families.
- Advocated for accessibility and inclusive UX throughout the design cycle.

UW PATHWAY WEBSITE – ACADEMIC PLANNING TOOL

SEATTLE, WA

- Designed website interface to help UW students map courses to skills and careers.
- Developed navigation flows and UX copy for Major, Career, Course, Skill, and Job sections.
- Created wireframes and walkthrough to improve student success via informed course selection.

ILLEGAL FISHING TRACKING SYSTEM

SEATTLE, WA

- Co-developed real-time monitoring system to detect IUU fishing activity.
- Collaborated with cross-disciplinary team to ensure legal evidence handling, data privacy, and system uptime.
- Led stakeholder interviews and created dashboards, user personas, and OKRs for CSOs and prosecutors.

WORDPLAY UX REDESIGN & LOCALIZATION

SEATTLE, WA

- Redesigned onboarding walkthrough and tooltips for debugging interface.
- Developed localization features for multilingual learners, tested accessibility for English and non-English speakers.
- Contributed to UI consistency, tooltip hierarchy, and responsive component design.