



XIAOHAN CHEN

UX & Interaction Designer



+31 0647434067



xiaohanchen66@gmail.com



<https://xiaohanchen.framer.website>

EDUCATION

MSc Design for interaction

2023.09 - 2025.10

Delft University of Technology

BEng Industrial Design

2019.09 - 2023.07

Beijing University of Posts and
Telecommunications

SKILLS

Communication

Figma	<div><div></div></div>
Photoshop	<div><div></div></div>
Illustrator	<div><div></div></div>
3D Modelling	<div><div></div></div>
Graphic design	<div><div></div></div>
Video making	<div><div></div></div>
Sketching	<div><div></div></div>

Development

Arduino	<div><div></div></div>
JavaScript	<div><div></div></div>
P5.js	<div><div></div></div>
Python	<div><div></div></div>
Unity/Unreal	<div><div></div></div>

LANGUAGES

Mandarin (native)

English (Proficient)

Dutch, Japanese (Basic)

PROFILE

I am a UX and interaction designer, originally from China and currently based in the Netherlands. My focus lies in the intersection of design and technology, especially in the fields of healthcare and psychology. My design philosophy is to transform complex problems into engaging and intuitive experiences that make products more approachable and meaningful for people.

WORK EXPERIENCE

Emergence Delft

2023.11 - 2024.02

Fabrication Engineer

- Cooperated with the concept team for an art installation of the lock-in syndrome, exhibited at Emergence exhibition & STRP Festival Eindhoven.
- Mainly responsible for electrical engineering & programming.

NetEase Games

2023.03 - 2023.07

Interaction Designer Intern

- Developed the interface concept and created prototype visuals for a match-3 mobile game; redesigned its level editor engine.
- Participated in AI-generative prompt writing research and refined the UX AI Assistant plugin in Figma.

Beijing StarMaker Technology Co.

2022.01 - 2022.05

Product Operations & User Research Intern

- Participated in the product iteration process for a karaoke app facing Southeast Asian & Arab region users; Wrote & checked PRDs for development.
- Conducted user research in the product operation team and designed user satisfaction surveys of the PUSH function based on cultural preference; analysed and proposed the strategy for improvement.