



XIAOHAN CHEN

Interaction & UX Designer



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EDUCATION

MSc Design for interaction

2023.09 - 2025.10

Delft University of Technology

BE Industrial Design

2019.09 - 2023.07

Beijing University of Posts and
Telecommunications

LANGUAGES

English (Proficient)

Dutch, Japanese (Basic)

SKILLS

Communication

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

Development

JavaScript	<div><div></div></div>
P5.js	<div><div></div></div>
Arduino	<div><div></div></div>
Python	<div><div></div></div>
HTML/CSS	<div><div></div></div>
Unity	<div><div></div></div>

PROFILE

I am a UX designer and design engineer, originally from China and currently based in the Netherlands. My interest lies in the intersection of design and technology, especially in the fields of healthcare and psychology. During my master's study, I focus on enriching the user experience in the digital products and systems.

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 STRP Festival Eindhoven.
- Mainly responsible for programming the code of the electronics and part of the software coding.

NetEase Games

2023.03 - 2023.07

Interaction Designer Intern

- Designed interface prototypes for a match-3 mobile game and redesigned the 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 an overseas K-Song app and wrote PRDs for development.
- Implemented user research methods into the product operation team and designed user satisfaction surveys of the PUSH function, analysed and proposed the strategy for improvement in different countries.