

Amy Lin

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Experience

Niche — Senior Product Designer, Core Experience

July 2023 - Present, Remote

Improving engagement with school profile pages with search and sort enhancements focused on user needs. Increased user generated content (UGC) by over 100%, implementing a dedicated user content dashboard with clear calls to action and an intuitive and easy flow.

Niche — Product Designer, Growth

October 2020 - June 2023, Remote

Reduced friction points and led user experience redesign to boost registration rates by 13%.

Stellic — Founding Designer

December 2019 - May 2020, San Francisco

Built tools to help students plan their courses for on-time graduation. Partnered with the CEO to set product strategy. Handled all design work and established design processes.

NVIDIA — Interaction Designer, Internship

September 2018 - December 2018, Santa Clara

Led user research and built page and components for GeForce Now, a cloud gaming product during its beta phase. Was the first design intern entrusted with a consumer-facing product.

BCG Platinion | MAYA Design — UI/UX Designer, Internship

May 2018 - August 2018, Pittsburgh

Assisted in prototyping hardware and digital experiences for a strategic autonomous rideshare experience. Handed off designs to developers for a complex time-tracking tool.

Education

Carnegie Mellon University

August 2015 - May 2019

B.S. in Information Systems & Human Computer Interaction, Minor in Business Administration
University Honors; Dean's List, High Honors

Skills

Tools — Figma, Adobe (Ai, Id, Ps, Lr), Principle, HTML/CSS, JavaScript, Python, Java, SQL
Design — End-to-end product design, user research, design systems, mobile design, copywriting, accessibility, systems thinking, problem mapping, prototyping