

# Angela Chiang

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## Education

**Cornell University**, College of Arts & Sciences, NY

**Class of 2028**

**Double Major:** Information Science (Interactive Technology) & Cognitive Science

**Relevant Coursework:** Elements of AI, Product Management, Digital Product Design, Python, Web Design & Programming, AI & Storytelling

## Work Experience

**Design Consulting at Cornell**, *Project Manager*

**Sep 2024 - Present**

- Worked with Microsoft to design Copilot's sales experience for Gen Z buyers, focusing on trust-building through relevant AI-powered B2B product recommendations and an intuitive sales interface.
- Developed product strategy and UX recommendations, grounded in 55 literature reviews and 90 interviews, addressing AI trust gaps through accessible, automation-aligned features.
- Delivered stakeholder pitches aligning product vision with technical constraints and business goals.

**Cornell AppDev**, *Product Designer*

**Feb 2025 - Present**

- Driving the UI/UX design for *Uplift*, a fitness app with 500+ MAUs, enhancing the Cornell student gym experience through real-time occupancy data, workout logging, and personalized user features.
- Collaborating with 7 developers, 2 marketers, and a co-designer to align on goals and drive development.
- Translated UX research into MVP strategy and iterative design decisions, mapping development timelines.
- Delivering clear documentation and feedback to support smooth implementation, detailing edge cases, user flows, and interaction logic with the development team.
- Next semester: Stepping into the role of Associate Project Manager for *Uplift*.

**Cornell Digital Product Design**, *Teaching Assistant*

**Jan 2025 - Present**

- Mentoring 20+ students in core product design processes, guiding them through user interviews, insight synthesis, problem scoping, and feature ideation grounded in user needs, impact, and feasibility.
- Providing individualized feedback on feature concepts and design decisions, helping students refine their problem framing, prioritize features, and ensure alignment with user research and product goals.

**Cornell Bowers CIS**, *Research Assistant*

**May 2025 - Present**

- Analyzing 1k+ Reddit discussions focused on long-distance caregivers of individuals with various mental illnesses to understand key discussion topics, support-seeking patterns, and communication patterns.
- Developing a full-stack AI/LLM-powered program to automate document tagging and statistical analysis.

**QReal**, *Product Designer*

**May 2024 - June 2024**

- Led design for QReal Magic Mirror, a virtual try-on mirror for department stores, translating stakeholder needs, tech constraints, business goals, and customer behaviors into user flows and feature specs; built a functional mobile prototype in Figma/Buzzy and presented to the Lead PM and client for implementation.
- Audited QReview, a 3D model showcase platform, identifying friction points and proposing improvements to streamline client communication, shorten feedback loops, and improve workflow efficiency.

**Cryptonomic Inc.**, *UI/UX Designer*

**Jul 2023 - Sep 2023**

- Developed UI/UX for Cryptonomic's blockchain apps Rhubarb and Persimmon, aligning product design with user needs, business goals, and technical constraints in a fast-paced startup environment.
- Conducted stakeholder interviews and user surveys to inform early product direction; created mood boards and visual assets to support design vision and communicate feature intent across teams.

**Cognitive and Immersive Systems Lab @ RPI**, *Research Assistant*

**Aug 2023 - Oct 2023**

- Researched and authored a paper on applying VR/AR/AI technologies to CPR training, which was accepted by the 2024 International Symposium on Human Factors and Ergonomics in Health Care.