

Angela Zhu

Junior at Cornell University designing accessible and functional products with a touch of humanity

angelzhua@gmail.com
Ithaca, NY  



Experience

Product Design Intern at
AlgoLink

May - present
Remote

- Worked in a startup with **6 designers** to create a 0→1 platform to evaluate and allocate job applicants and AI models
- Designed and iterated on **4+ scalable pages** for both candidate and recruiter and contributed **10+** components to design system

Skills: **Figma, Prototyping, Design Systems, Components**

Front-end Developer at
uTECH

Feb - May '25
Remote

- Collaborated with **2 designers** to implement a page-based emission calculator to reduce company environmental impact
- Implemented **20+ pages** and communicated with project leads and designers on page revisions, resulting in a **2x increase** in usability and user retention

Skills: **React, Material UI, Javascript, Typescript**

Extracurricular

Lead Product Designer at
Combat Robotics @ Cornell Project Team

Oct '23 - present
Ithaca, NY

- Led a team of **5 designers** in a complete website redesign to modernize branding, including **20+ user interviews**, wireframes, and **20+ components**
- Implemented designs in a team of **6 developers** with complete mobile support and interactive design

Skills: **React, Material UI, Javascript, Typescript, Figma, Figjam**

Front-end Developer at
Women in Computing at Cornell

Oct '24 - Feb '25
Ithaca, NY

- Developed and reformatted **3+ pages** to include a new design system and mobile support
- Participated in user testing and iteration of the Technical Committee page to **improve visual accessibility**

Skills: **JavaScript, TailwindCSS, React**

Marketing Training Lead at
Combat Robotics @ Cornell Project Team

Oct '24 - Feb '25
Ithaca, NY

- Led a team of **3 developers** in restructuring a 3 week **training curriculum** for front-end development, business, and marketing
- Redesigned a 3 week engineering training program to include key **business concepts**, and provided hands-on support for **20+ new members**

Education

Cornell University

3.8 GPA | May '27

Bachelor of Science in Information Science
Minors in Computer Science, Game Design

Concentrations in UX Design and Interactive Technologies

Coursework: Choices and Consequences in Computing, Designing Technology for Social Impact, Introduction to Machine Learning, Networks

Teaching Experience: Introduction to Game Development (TA)

Skills and Interests

Design: Figma, Figjam, Adobe Photoshop, Notion, Prototyping, Design Systems, User Research

Programming: React, MUI, Tailwind CSS, JavaScript, TypeScript, HTML/CSS, Git, Java, Python, C++, C#, OCaml

Interests: Orchestra (Clarinet) Digital Art, Girl Scouts (Gold Award), Ceramics, Cross Country