

Angela Zhu

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

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Experience

Product Design Intern at
AlgoLink

May 2025 - Present
Remote

- Worked in a startup within a team of **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

Product Designer at Bump
Platforms

Jun - Aug 2025
Remote

- Sole product designer in a startup developing Chance, a location-based dating app to bring real, in person connection to online dating
- Ideated directly with founders to analyze product viability, including **6 competitive analyses**, **4+ user interviews**, and weekly discussion with software and business teams

Extracurricular

Lead Product Designer at
Combat Robotics @ Cornell
Project Team

Oct 2023 - Present
Ithaca, NY

- Led a team of **5 designers** in a complete website redesign to modernize branding, including **10+ user interviews** and a new design system with **20+ components**
- Reformatted information hierarchy to **emphasize the story** of the team’s history and culture for potential applicants
- Implemented designs in a team of **6 developers** with complete mobile support and interactive design

Front-end Developer at
uTECH

Feb - May 2025
Remote

- Collaborated with **2 designers** to implement CATalyzer, a page-based emission calculator to help companies reduce 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

New Member Training Lead
at Combat Robotics @ Cornell
Project Team

Oct 2024 - Feb 2025
Remote

- Spearheaded the restructuring of a **3 week training curriculum** for front-end development, business, and marketing within a team of 3 developers and 2 project managers
- Redesigned a 3 week engineering training program to integrate key business concepts for more well-rounded onboarding
- Provided hands-on support at team and subteam-specific sessions for **20+ new members**

Education

Cornell University

3.8 GPA | May 2027

Bachelor of Science in Information Science

Minors in Computer Science, Game Design
Concentration in UX Design, Interactive Technology

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, Storytelling

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, Gongfu tea techniques