Jiahui Li

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EDUCATION

University of California - San Diego – La Jolla, CA

B.S., Cognitive Science Specialization in Design and Interaction   Expected in 06/2026

- GPA: 3.87/4.0 with Provost Honor & Phi Beta Kappa Honor Society
- Minors: Computational Social Science | Technology, Innovation, and Supply Chain

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EXPERIENCE

Handshake, Remote

AI Trainer   Nov. 2025 - Present

- Applied academic knowledge to improve the performance of Large Language Models across specialized fields by annotating, evaluating outputs, and providing detailed feedback. Focused on improving accuracy and contextual understanding, contributing to the development of more reliable and intelligent AI systems.

Newegg, Diamond Bar

Summer Design Intern   Jun. 2025 - Aug. 2025

- Worked collaboratively closely with the design team and tech team to improve the company website by contributing to user research, creating sketches, wireframes, and high-fidelity mockups, and iterating on designs based on data insight and user feedback to improve visual appeal, usability, and overall user experience.
- Assisted in multiple ongoing projects by enhancing existing website features, implementing new design/functionality, and refining feature designs to ensure smooth navigation.
- Contributed to marketing campaigns by creating promotional banners design using Adobe Photoshop, ensuring brand consistency and visually engaging design across online platforms.

Greatwall Park, Remote

UI/UX Design & Marketing Intern   Jan. 2025 - May 2025

- Update, maintain, and enhance the company website using WordPress, focusing on improving user experience, optimizing site navigation, and ensuring error-free functionality. Regularly check and fix broken links to keep all content accurate and up to date and refined visual design to create a more user-friendly interface.
- Design and create engaging social media content to promote marathon events, increasing visibility, driving audience engagement, and encouraging participants to register for upcoming races.

UCSD Cognitive Science Department

Instructional Apprenticeship (Design course)   Sep. 2024 - Dec. 2024

- Led interactive studio sessions for a design course, guiding students through lessons and hands-on activities to explore and apply design principles. Provided mentorship, feedback, and support to students to help students develop critical design thinking skills and build confidence in their creative work.
- Worked closely with instructors to improve course materials, graded assignments and projects with feedback using design principles, and provided ongoing student support through replying email and Canvas/Piazza questions.

PROJECT

Clean Air Promotion and Sustainability Committee (CAPS C)   Feb. 2025 - Mar. 2025

- Designed and developed Clean Air Challenge, an education simulation game built with Construct 3 to raise awareness about air pollution, incorporating real-life scenarios, interactive storytelling, and a point-based feedback system to promote sustainable decision-making.

Eaglesoft UX Redesign   Jan. 2025 - Mar. 2025

- Conducted user research and iterative usability testing for Patterson Eaglesoft, collaborating with stakeholders to refine prototypes that optimized workflow efficiency and reduced administrative tasks for dental professionals.
- Designed and developed a high-fidelity prototype to modernize the Eaglesoft interface, introducing intuitive navigation, x-ray comparison tools, and integrated patient communication features, delivering design solutions and ideas that stakeholders enthusiastically supported and embraced.

SKILLS

- **Programming:** Python, SQL, HTML, Data Analysis   **Project Management:** Communication & Leadership
- **Design:** Prototyping, Figma, Canva, UI/UX design   **Languages:** English & Mandarin (Fluent), Spanish (Basic)