

Xuan Huang

PRODUCT DESIGNER

WORK EXPERIENCE

Graduate Instructional Assistant (TA)

Oct 2020 - Present

University of Michigan

- Instructional assistant for SI 320 and SI 520 graphic design courses.
- Aid 84 undergraduate and graduate students in understanding and implementing design topics (Gestalt principles, typography, UI design, etc.) as well as working with software in the Adobe Creative Suite.

Product Research Intern

June 2020 - Sept 2020

LoveBook

- Created and deployed user testing protocol and user survey for the usability evaluation of the StationeryHQ website.
- Conducted remote usability interviews for the StationeryHQ website and coded qualitative data to identify key patterns and themes.
- Presented major findings and recommendations for usability improvements to leadership and key project stakeholders.

UX/UI Designer

Jul 2018 - Apr 2019

Moga Digital

- Created wireframes and high-fidelity website prototypes based on client specifications and mobile-first web design principles.
- Designed new brand identities for various clients and provided graphical assets, logos, and relevant branding material.

Front-End Developer

May 2017 - Aug 2019

LoveBook

- Led the relaunch of the LoveCoups brand, including redesigning, updating, and implementing new web interfaces to adhere to mobile-first design principles.
- Collaborated with the design team to create additional web-optimized features for the LoveBook product, including checkout add-ons, an express book creation wizard, and shareable digital books.
- Increased accessibility and improved user experience by implementing additional features, including tutorial videos, website tooltips, and a 2-click shipping calculator.

PROJECT EXPERIENCE

Product Design & UX Research

Aug 2020 - Dec 2020

UpShield

- Acted as the main UX researcher & UX designer in a multidisciplinary product development team project that aimed to create a product-based solution to address the issue of social isolation due to COVID19.
- Conducted user surveys, usability interviews, and create relevant personas to inform product design and marketing approach.
- Contributed to the physical product fabrication and iterative design processes.

Usability Researcher

Jan 2020 - Apr 2020

Autodesk

- Participated in a team of researchers to conduct needs assessment of the Revit software product through user interviews and surveys and evaluated usability of Revit through heuristic evaluation and user testing.
- Collaborated with Autodesk to present and evaluate potential solutions and methods for implementation.

UX Consultant

Sept 2019 - Dec 2019

University of Michigan

- Led a 4-person team to conduct research to identify knowledge management usage trends within an internal university department.
- Investigated improvements and alternatives to the existing file-sharing system based on ethnographic research and competitive analysis.

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EDUCATION

University of Michigan

Master of Science in Information
Expected Graduation May 2021

Johns Hopkins University

Bachelor of Arts in Psychology
Graduated Dec 2012

TOOLS

Figma

Sketch

InVision

Adobe Photoshop

Adobe Illustrator

Adobe XD

Miro

A-Frame

DESIGN

Wireframing

Rapid Prototyping

Interaction Design

Graphic Design

Typography

AR/VR

Digital Illustration

Accessibility

RESEARCH

Usability Evaluation

Affinity Diagrams

User Interviews

Interaction Maps

Heuristic Evaluation

Personas

Surveys

Competitive Analysis

PROGRAMMING

Python

Javascript

PHP

MySQL

HTML

CSS

Git/GitHub