Kaitlyn Ng

kgn@andrew.cmu.edu   kaitlynng.com   in/kaiiitlynng   github.com/kaiiitlynng

Education

Carnegie Mellon University
BS - Human-Computer Interaction; BS - Electrical & Computer Engineering

May 2026
Pittsburgh, PA

GPA: 3.77 (Dean's List)

Relevant Coursework: Interaction Design for HCI, Designing Human-Centered Software, Product Design Fundamentals, Computer Graphics, Computer Systems, AI Representation and Problem Solving, Social Psychology, Electronic Devices and Analog Circuits

Experience

CMU HCI Institute AXLE Lab
HCI Researcher

Feb 2024 – Present
Pittsburgh, PA

- Submitted paper as second author to CHI 2025 detailing the "OSCAR" (Object Status Context Awareness for Recipes) system and its real-world feasibility in collaboration with Prof. Patrick Carrington and PhD Franklin Li.
- Executed large-scale object status feasibility testing by processing 170+ recipes/1,350+ recipe cooking images using CLIP, sigLIP, and GPT-4 vision models in Python.
- Developed frontend and backend for OSCAR web application using React.js and Python Flask featuring responsive recipe video scrollbar and GPT-4o chat-box allowing users to ask recipe-based questions.

Personalized Learning Squared (PLUS)
Product Design Intern

Dec 2023 – Present
Pittsburgh, PA

- Updated 7+ core PLUS products to new PLUS design system: implemented local variables/screen size responsiveness and published 15+ new components in main DS in Figma.
- Transitioned external tutor scheduling Google spreadsheet to native app schedule, starting from user research and user personas to wireframing, prototyping, and developer handoff.
- Spearheaded UI/UX Facelift utilizing the GitHub Primer design system for CMU LearnLab's DataShop@CMU: an online learning science dataset resource for researchers.

CMU HCI Institute Augmented Perception Lab
UX Researcher

Jun – Aug 2023
Pittsburgh, PA

- Collaborated with Prof. David Lindlbauer and PhD student Hyunsung Cho on MineXR: an open-source dataset specifying how people integrate and orient personalized "widgets" in augmented reality within everyday spaces, published to CHI 2024.
- Conducted and designed 20+ 2-hour user studies to generate MineXR's 600+ widget dataset, focusing on widget placement and reason for placement.

Leadership

CMU User Experience Association
VP of Content

May 2024 – Present
Pittsburgh, PA

- Directed a team of 5 in publishing weekly UX articles and interviews for UXA's "Interaction Nerds" newsletter, increasing views by 1200+ and subscribers by 150+.

CMU Dept. of Electrical and Computer Engineering
Introduction to Computer Systems TA

May 2024 – Present
Pittsburgh, PA

- Led and organized two 5-student weekly small groups honing in course concepts.
- Facilitated 5-8 hours of weekly office hours and 1-on-1 appointments, helping students understand and debug lower-level C programming labs.

CMU alpha Kappa Delta Phi
Design Chair and Webmaster

May 2024 – Present
Pittsburgh, PA

- Sustained aKDPhi's core values and mission by elevating and updating CMU aKDPhi's official website and designing digital flyers for CMU aKDPhi's social media.

Skills

Languages	Technologies	Methods
Python	Figma	Wireframing
C/C++	Spotify Web API	Prototyping
HTML/CSS	OpenAI API	Developer Handoff
React/JS	Adobe Creative Suite	User Interviews
	Flask	Usability Testing
		Design Systems