

# Michelle Lin



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## EDUCATION

### University of Michigan School of Information

*Master of Science in Information: Human-Computer Interaction & User Experience Design*

**Ann Arbor, MI**

*Sept 2024 - May 2026*

- GPA: 4.00/4.00
- Relevant Coursework: Web Design, Automotive UX, Principles of UX Design, AR/VR Application Design, Graphic Design, Needs Assessment & Usability, Programming, Servers, The Shell, and Git

### University of Michigan - College of Literature, Science, and the Arts

*Bachelor of Science: Neuroscience*

**Ann Arbor, MI**

*Sept 2018 - May 2022*

- GPA: 3.32/4.00 | Honors: Sigma Xi

## SKILLS

- **Competencies:** AI UX Design, Design Systems, Wireframing, Prototyping, Graphic Design, Data Visualization, UI Design, Game UX Design, Competitive Analysis, Affinity Analysis, Interaction Design, Usability Testing & Research Methods
- **Tools:** Figma, FigJam, Adobe Creative Suite, Spark AR, Miro, Unity, Blender, GitHub, VSCode, Canva, Jira, UserTesting
- **Programming:** HTML, CSS, Python, JavaScript
- **Languages:** English (native), Mandarin, Fuzhounese (Eastern Min Chinese dialect)

## PROJECT EXPERIENCE

### Alice Inc.

*UX Researcher | Remote Collaboration for Creative Teams*

**Ann Arbor, MI**

*Sept 2024 - Dec 2024*

- Conducted interviews, surveys, and focus groups to identify challenges in remote collaboration and synthesized findings into actionable design recommendations.
- Proposed a full-stack implementation plan—including pilot rollout, onboarding strategies, and success metrics—that guided Alice's strategy to strengthen team cohesion.

## WORK EXPERIENCE

### GoDaddy Inc.

*UX Design Intern | AI Team*

**Remote**

*May 2025 - Aug 2025*

- Designed and shipped user flows and high-fidelity screens for GoDaddy Airo, deployed to live customer-facing sites.
- Created wireframes, prototypes, and interaction maps in Figma to explore design variations, validate usability, and refine AI-powered features.
- Partnered with PMs, engineers, and researchers to prototype and refine AI-powered tools in GoDaddy's design system.
- **1st Place, GoDaddy Intern Hackathon (2025):** Built and pitched an AI-driven prototype recognized for creativity, usability, and business impact.

### General Motors (GM)

*UX Designer | Industry Collaboration with GM*

**Ann Arbor, MI**

*Jan 2025 - May 2025*

- Delivered a UI/UX prototype leveraging Ultra-Wideband technology to improve in-vehicle and near-vehicle experiences, with a final presentation at GM headquarters.
- Influenced future vehicle design decisions by creating flows and interaction concepts that emphasized convenience, safety, and driver engagement.

### Freelance UX & Graphic Design

*Full-Time*

**Chicago, IL**

*June 2022 - May 2024*

- Created custom logos, social media graphics, and marketing materials for a range of clients, strengthening brand visibility.
- Built websites, wireframes, and prototypes for small businesses and personal clients, improving usability and engagement.

### MA:E Magazine (Club)

*Executive Creative Director*

**Ann Arbor, MI**

*Sept 2019 - May 2022*

- Directed an APIDA-focused publication, leading photo, video, and styling teams from concept through publication.
- Elevated creative standards by managing edits in Adobe Suite and Figma, increasing social media engagement by 79% and reach by 468%.

### International Leadership Foundation

*Research and Development Intern*

**Washington, D.C**

*May 2020 - Aug 2020*

- Researched impacts of cultural and environmental factors on COVID-19 spread with a nationwide poll and aggregating international studies, finding strong relationships between health outcomes and race, sex, and socioeconomic status.
- Synthesized research findings and presented results to the US Secretary of Transportation alongside other government officials, providing insight and advice on policy decisions.