

Nancy He

Open to Relocate | 832-463-9905 | nancyhe.riceu@gmail.com | [LinkedIn](#) | [Portfolio](#)

Education

Rice University | Houston, Texas

Expected May 2027

Bachelor of Arts in Computer Science and Asian Studies

GPA: 3.91/4.00

Coursework: UX Research & HCI Methods, User-Centered Design, Interactive Web Design, Mobile Application Design and Development, Algorithm Design, Object-Oriented Programming, Program Design

Technical Skills

Programming: Python, Java, JavaScript, TypeScript, HTML/CSS, React, Node.js, Firebase, SQL, Git

Design: Figma, Adobe Creative Suite (Photoshop, Illustrator, InDesign, Premiere Pro), Webflow, Procreate, Rhino 3D, JIRA, Microsoft Office

Languages: Mandarin (native), English (fluent), Japanese (professional proficiency, JLPT N1)

Internship Experience

WeKruit | *UI/UX Engineering Intern* | Remote

Apr 2025 - Present

Designed and improved the UI/UX of an AI interview platform used for B2B client interviews and B2C student practice sessions

- Created user flows, wireframes, and interactive prototypes in Figma for key web app interfaces, optimizing navigation and interaction design to streamline the review and preparation process for 1000+ interviews
- Developed a scalable design system for the B2C platform, standardizing inconsistent components while preserving functionality, enabling 100+ students to run mock interviews and increasing click-through rate by 15%
- Implemented core UI in React and collaborated with developers to integrate the design system, enhancing internal operation efficiency

ColorGraph.AI Startup | *Product Designer* | Houston, Texas

Sept 2024 - Now

Designed and co-developed an AI-powered Chrome extension to automate graphic design feedback workflow

- Identified key pain points through research and UX competitive analysis, including 40+ designer interviews and product reviews
- Created a design evaluation rubric and applied it to 400+ samples, directly supporting LLM training to deliver objective critiques
- Prototyped high-fidelity mockups in Figma and advanced interface development, accelerating launch readiness for a Q3 beta and Q4 release

HSBC Wholesale IT | *UI/UX Design & Frontend Development Intern* | Xi'an, China

Jul 2024 - Aug 2024

Developed a WeChat mini-program for secure business loan applications and digital identity verification

- Designed 6+ UI screens in Figma for business identity verification and e-signing, delivering a clear, brand-consistent user experience for a high-volume platform supporting 5,000+ annual loan submissions
- Translated UI designs into functional input interfaces with Vue and Naive UI, collaborating with developers on frontend implementation
- Tested and documented user workflows across 10+ runs, identifying usability issues and UX gaps to support iterative improvements

DeFiner Labs | *UI/UX Design Intern* | Remote

Mar 2024 - Jun 2024

Designed UI/UX for Web3 startups and led end-to-end research and redesign "RideSystems" campus transportation app

- Designed visual assets for 4 Web3 startups, delivering 10+ brand identities, website UIs, and marketing collateral using Figma and Adobe CC
- Led user research for [RideSystems redesign](#), conducting 15 ethnographic interviews and creating personas, scenarios, story maps, and user flows; synthesized findings into 20+ actionable insights that guided redesign decisions
- Built a 20+ screen Figma prototype and ran 12 usability tests, confirming a 25% faster task completion for key flows

Project Experience

Rice Designathon: 2nd Place out of 101 Teams Nationwide

Feb 2025

- Redesigned campus access in 24 hours by prototyping SwipyCampus, a mobile app visualizing door status and study space availability
- Conducted 50+ surveys and 10 interviews to uncover user pain points and shape core flows for a from-scratch campus app
- Built a 10+ screen interactive prototype in Figma and built a functional demo with Firebase to simulate key app flows
- Designed Swipy, a chat-based AI mascot with expressive visuals and smart replies to enhance user onboarding and retention

Interactive Web Game Design and Development

Sept 2024 - Dec 2024

- Applied interaction design principles in 10+ iterative layout studies, emphasizing usability, clarity, and visual hierarchy
- Created a digital map interface and companion print booklet to improve spatial navigation in Fondren Library
- Designed a browser-based puzzle game exploring user feedback, discoverability, and interactive behavior through hidden-object mechanics

Leadership

IES Abroad: Language and Cultural Immersion | *Student representative* | Tokyo, Japan

May 2024 - Jul 2024

- Completed a 45-day intensive program with advanced-level Japanese classes to develop professional and workplace language fluency
- Volunteered at a Japanese language café five times a week to strengthen cross-cultural communication skills and adapt to Japanese social norms