

PHYLLIS FENG

pfeng@andrew.cmu.edu | (937) 543 – 6226 | <https://phyllis-feng.github.io> | www.linkedin.com/in/phyllisfeng

EDUCATION

Carnegie Mellon University

May 2025

B.S. in Information Systems, Minor in Human-Computer Interaction

Dean's List with High Honors

3.94/4.00

SKILLS

Tools: Figma, Balsamiq, Adobe XD, Adobe InDesign, Adobe Photoshop, Adobe Illustrator, Microsoft Office, Google Suite

Methods: Wireframing, Prototyping, Heuristic Evaluation, User Research / Testing, Information Architecture, Competitive Analysis

Technical: Ruby on Rails, Python, Java, SQL, JavaScript, jQuery, CSS, HTML

WORK EXPERIENCE

Human-Computer Interaction Institute | UX Research Intern

Present

- Explore the intersection of AI and everyday users by analyzing past case studies and interviewing experts
- Ideate, design, and prototype novel tools to scaffold user-driven auditing and collective sensemaking

Flourish Labs | UX Designer

Present

- Provide consultations and assist product team in their rebranding, redesigning initiatives
- Contribute to monthly design briefs as part of their pilot program the Creative Collective

re:Bloom Digital Agency | UI/UX Intern

Summer 2022

- Designed and developed website for client to establish their brand identity
- Engaged with client to define project goals, outline user needs, give brand recommendations, and review detailed documentation of work
- Incorporated Search Engine Optimization, ADA requirements, and various business tools that contributed to a 196% month-over-month increase in page visits

EXTRACURRICULARS AND PROGRAMS

Big Straw Magazine | Lead Layout Designer & Co-President

Fall 2021 – Present

- Manage creation of physical and digital issues, magazine themes, and articles; handed out 400+ issues to the Carnegie Mellon community
- Oversee and participate in designing article layouts that engage readers and communicate content effectively
- Spearhead weekly meetings with club members to discuss ongoing work and provide feedback

IBM Accelerate Design Track | Selected Student

Present

- Apply fundamentals of UX, visual, and research design to emerging technologies in an intensive bootcamp program
- Network with peers and receive coaching from experts regarding industry skills and career path

Design for America | Team Designer

Fall 2022 – Spring 2023

- Collaborated with Human-Computer Interaction Institute to centralize and provide information about Carnegie Mellon research opportunities while making them discoverable
- Worked within a team of 9 using human-centered design to explore problem spaces in finding research opportunities, identify key pain points, and build solutions

Meta Design Summit | Selected Student

Summer 2022 – Fall 2022

- Participate in programming events focused on teaching accessible design thinking, responsible innovation, project development, and other related topics
- Cultivate relationship with product design mentor to discuss career goals, craft portfolio, and explore product design

Students Using Data for Social Good | Developer

Fall 2021 – Spring 2022

- Collaborated with local Pittsburgh organization Group Against Smog and Pollution to build an online educational tool for teaching the public about air quality patterns
- Worked within a team of 7 to ideate, plan, and develop product

RELEVANT COURSEWORK

Application Design and Development

Spring 2023

Fundamentals of Programming and Computer Science

Spring 2022

Information Systems Milieux

Spring 2022

Information and Grid Design

Fall 2022