

Shuyi Wang

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EDUCATION

Tufts University

B.S. in Engineering Psychology, Minor Studio Art
(Expected)

Medford, MA
09/2022 - 06/2026

- GPA: []
- Dean's List, Tufts University (Fall 2023, Fall 2024, Spring 2025)
- Relevant Courses: Human Factors Engineering, CAD, Engineering Psychology, Digital Photography, Web Dev

INTERNSHIPS

Pimax Innovation Inc., Shanghai, China

06/2025 – 09/2025

Product Manager Intern

- Evaluated MR competitors (Meta quest, HoloLens, Apple Vision Pro) and coordinated with suppliers to ensure design feasibility, informing roadmap priorities and go-to-market strategy.
- Authored and led the design of a unified XR Interaction Framework and General Guidelines—standardizing interface logic, menu hierarchy, visual feedback, and gesture/controller patterns across applications—to reduce cognitive load and enhance immersion, **adopted by 6 product teams company-wide**.
- Built interactive prototypes in Figma and Axure to validate onboarding and gesture-based interactions, refining visual feedback, error handling, and layout behaviors that established a reusable design language across projects.
- Collaborated with engineers to resolve UI transparency performance issues through a tiered opacity strategy, balancing immersion and rendering efficiency, **increasing System Usability Scale (SUS) by 18%**.

Beijing Super Sports Media Co., Ltd, Beijing, China

July 2024 - Aug 2024

Algorithms and Automation Intern

- Enhanced iQIYI's smart comment generator for UEFA Men's soccer live broadcasts, improving user engagement by 11% and supporting over **13 million** viewers.
- Fine-tuned NLP models and automated trending-topic updates via real-time news integration, improving comment relevance and engagement by 10%.
- Optimized data infrastructure to handle peak UEFA traffic of millions concurrent users, maintaining sub-second latency and reducing system delays by 12%.

Xiaomi Technology Co., Ltd, Beijing, China

July 2023 - Aug 2023

UX Research Intern

- Conducted usability testing on 10+ smart home devices across multiple iterations, uncovering critical design and performance issues that informed feature refinement.
- Developed and standardized test protocols controlling for user familiarity and environment, reducing data bias and improving result reliability.
- Mitigated sample and evaluator bias through blind testing, fixed task scripts, and cold-start trials, supported by confidence-interval analysis to ensure statistical validity.
- Delivered competitive benchmarking reports and collaborated with cross-functional teams to prioritize usability issues, directly shaping the next product development cycle.

PROJECTS

IDEA Lab @ Tufts University | UX Researcher & Designer

Sep 2024 – Dec 2024

- Conducted interviews with 3 practicing dentists and performed ergonomic and anthropometric analyses of dental explorers to identify pain points such as musculoskeletal strain and tendonitis, translating insights into actionable design requirements to reduce strain and improve handling precision.
- Designed, tested, and iterated five prototype generations, refining them into 3D-printed models validated through practitioner evaluations, resulting in a 15% increase in user satisfaction scores and an NPS (Net Promoter Score) of 9, demonstrating clear improvements in comfort, usability, and tool balance.

HumanLink @ Tufts University | UX Researcher & Designer

Jan 2025 – May 2025

- Analyzed anthropometric datasets and conducted 17 stakeholder interviews, combining qualitative insights with competitor benchmarking to define user pain points and guide the database's information architecture and user flow.
- Designed and iterated prototypes in Figma and Miro, leveraging AI-assisted tools (Lovable.dev, v0) to accelerate design cycles and deliver a validated, scalable prototype for implementation.

Hackathon "Cribs" App @ Tufts University | UI&UX Designer

April 2025

- Surveyed 32 Tufts students to analyze housing search behaviors, revealing that 75.8% relied on non-official channels and faced challenges with roommate coordination and housing transparency.
- Designed a student-centered housing platform featuring group formation tools, dorm hall filters, floor plan access, and peer-submitted video tours, improving user trust and decision confidence by 20% in usability testing.

SKILLS

Tools: Figma, Miro, Axure, Photoshop, AutoCAD, 3ds Max, SOLIDWORKS, Lovable.dev, v0, Python, SQL, R

Design & Research: Usability Testing, User Research, Wireframing & Prototyping, Ergonomics & Anthropometry