

# Katrina Yichen Wang

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## EDUCATION

### University of California, Irvine

Bachelor of Science in Computer Science and Engineering

Cumulative GPA: 3.93; Award: Dean's Honor List

Irvine, CA

Expected June 2029

## RESEARCH AND PROJECT EXPERIENCE

### Commit the Change at UCI

Software Product Designer, UI/UX Designer

Irvine, CA

Oct 2025 – Present

- Designed an appointment management platform for the *Celebrating Life Community Health Center* (NPO) in Orange County
- Led user research; developed 3 personas and ran 5 usability tests with clinic staff and patients to improve accessibility
- Built and iterated low to high-fidelity prototypes in Figma; reduced error rate by 45% and increased efficiency by 35%

### Games, Learning, and Society (GLS) Center at UCI

Game Product Design and Development Intern

Irvine, CA

Jan 2026 – Present

- Led UX evaluation of *The Board*, a social-impact simulation game designed for incarcerated people's re-entry practice
- Ran 6 sessions with ~30 users and delivered a 2-page memo and 12 prioritized UX/accessibility improvements
- Planned an analog-to-digital MVP (8–10 week roadmap) and supported the *Games for Change Awards* submission

### LoveFix — AI-Assisted Relationship & Social Coach

Software Product Designer

Irvine, CA

Jan 2026 – Present

- Designed a non-clinical AI coach for ages 18–25, providing situational guidance, communication scripts, and self-insights
- Prototyped a mobile MVP workflow (intake to reflection); tested product models with 10 users for safety and usability

### Shared Sky (2025 UCI Hackathon Project)

Software Product Designer and Front-end Engineer

Irvine, CA

Nov 2025

- Developed an interactive social connection visualization platform via Instagram API in a 12-hour sprint, earning 3<sup>rd</sup> place
- Led end-to-end UI/UX design process in Figma (interaction flows, information hierarchy, micro-interactions)
- Coded a gamified cosmic interface where users are represented as customizable planets and connections as constellations

### FIRST Robotics Competition

Software Engineer and Scouting Lead (Team 8214)

Guangzhou, CN

Sep 2024 – Dec 2024

- Co-developed an AI scouting system with real-time validation, improving FRC alliance selection data accuracy by 35%
- Authored scouting SOPs and trained 20+ scouts to ensure consistent inputs and faster match-to-strategy turnaround
- Won Champion in Turkey regional; Finalist and Engineering Design Award in the Houston Championship (2024–2025)

### RISD Engineering Design Project

Student Designer (with Prof. Jennaca Davies)

Remote

Jul 2024 – Aug 2024

- Applied design thinking and developmental psychology principles to create interactive toy concepts for children
- Designed a push-pull toy fostering parent-child interaction for toddlers and constructed physical clay prototypes
- Engineered an inflatable modular castle toy for ages 7–12 and developed high-fidelity 3D models using Rhino

## LEADERSHIP AND VOLUNTEER EXPERIENCE

### HOSA Future Health Professionals

Founder and CEO, *The Modern Symposium*

Qingdao, CN

Sep 2023 – Present

- Founded a 5000-member teen mental-health community; published weekly media content reaching 1,000,000+ total views
- Led 10+ in-person workshops annually with licensed therapists and secured \$5,000+ annual corporate sponsorships

### Ever Care Charity Foundation

Intern Project Manager

Shenzhen, CN

Aug 2023 – Present

- Managed a long-term companionship project providing mental support for 100+ children of frontline COVID-19 workers
- Organized a 63-family therapist trip to Qingdao; facilitated group therapy sessions and a beach concert for 157 participants

### Girls Trailblazers Hiking Team

Co-Founder and Coach

Qingdao, CN

Oct 2023 – Aug 2025

- Led 20+ weekly hikes for girls (ages 8–13); managed routes and safety for 20+ annual outings, averaging 10–15 miles
- Organized and led a 20-mile Himalayan expedition trek in Nepal; managed overnight camping and complex logistics

## SKILLS AND INTERESTS

**Languages:** Fluent in English and Mandarin

**Technical Skills:** Python, Java, React, FastAPI, Figma, Prototyping, User Research, MVP scoping

**Interests:** Biking, Hiking (Favorite Trail: Half Dome), Piano, Cello, Painting, Ballet, Coffee Making, Crocheting