Yang (Cindy) Jin

Availability: Mid-June–Late September 2027 | Full-time internship

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EDUCATION

University of Washington — **Sep 2026 - Expected 2028**

- **M.S.** Human Centered Design & Engineering

University of California, San Diego — **Sep 2022 - Jun 2026**

- **B.S.** Cognitive Science with Specialization in Design and Interaction
- **B.A.** Interdisciplinary Computing and the Arts Major
- **GPA:** 3.9/4.0 (Cum Laude & Department Honors with Highest Distinction)

PROFESSIONAL EXPERIENCE

Planet 404 — Independent Game Development Project — **Remote**

Product Designer & Game UI/UX Designer — **Jun 2026 - Present**

- Designed an end-to-end UI/UX system for a 2D management game, including HUD navigation, inventory, crafting, production controls, item panels, and contextual interactions.
- Conducted competitive analysis across management and simulation games to identify common interaction patterns, visual trends, and usability conventions, informing interface structure and feature design.
- Developed scalable interaction patterns and information architecture for item filtering, quantity controls, material selection, and modular crafting workflows.
- Built and iterated a cohesive, component-based design system for 1080p interfaces, defining typography, spacing, iconography, component states, and reusable UI patterns based on gameplay needs and developer feedback.

Helport AI Inc. — **La Jolla, CA**

Product Design & Project Management Intern — **Jun 2025 - Sep 2025**

- Designed and iterated on AI-powered B2B products and internal tools for mortgage and real estate call center workflows, translating business requirements and operational needs into product solutions.
- Conducted QA and workflow analysis across a weekly volume of 5K+ customer calls, identifying customer pain points, agent performance issues, and operational bottlenecks to inform product iterations and training.
- Designed a data dashboard for FedEx, translating operational data into clear visualizations of customer issues, service trends, and agent performance to support faster decision-making.
- Led 5+ client-facing AI projects and collaborated cross-functionally with U.S. product and sales teams and 20+ offshore staff, improving communication workflows and reducing issue resolution time by 40%.

Artisk Inc. — **San Jose, CA**

UI/UX Design Intern — **Feb 2025 - May 2025**

- Designed and optimized user flows within an AI-powered brand design platform, translating product requirements and user needs into clearer AI-assisted editing experiences.
- Designed the mobile mockup editor, adapting an existing desktop workflow into a touch-based experience that enabled users to customize logo size, text, and placement across branded product mockups.
- Built and refined reusable Figma components and visual guidelines across typography, color, buttons, cards, and form elements, improving consistency and supporting more efficient design iteration.
- Built a taxonomy of 200+ industry tags for AI-generated images, improving content organization, search relevance, and discoverability.

RESEARCH EXPERIENCE

Protolab @ University of California, San Diego — **La Jolla, CA**

Research Assistant | Advisor: Steven Dow — **Sep 2025 - Jun 2026**

- Conducted participatory design sessions, interviews, surveys, user testing, and transcript analysis to study how users interpret meeting discussions, recall meaningful moments, and reconstruct idea evolution.
- Designed visualization frameworks for sentiment shifts, participation patterns, agreement/disagreement, and idea trajectories, translating complex meeting dynamics into interpretable visual representations.
- Prototyped interactive, narrative-oriented post-meeting summaries with multiple interface views to help users revisit discussions without being overwhelmed by raw transcripts.
- Synthesized qualitative findings through thematic analysis to identify user needs and design opportunities, informing iterative refinement of collaborative tools for CSCW and shared understanding.

COGS XR Lab @ University of California, San Diego — **La Jolla, CA**

Research Assistant | Advisor: David Kirsh — **Apr 2025 - Jun 2026**

- Designed the end-to-end experimental protocol for a VR study investigating how users interpret and respond to spatiotemporal inconsistencies in immersive environments.
- Designed controlled experimental scenarios using Allen's Interval Algebra, manipulating temporal relationships, object persistence, causality, and event order to test user responses to unexpected events.
- Structured experimental tasks and multimodal measurement strategies combining behavioral responses, gaze, facial expressions, and physiological signals.
- Developed visual and computational frameworks to analyze temporal reasoning, coherence, and user sensemaking, supporting interpretation of how participants revise their understanding of virtual environments.

SELECTED PROJECTS

Fragmented Room – Tangible Interaction for Reconstructing Spatial Memories — **La Jolla, CA**

Interaction Designer & Creative Technologist — **Jan 2026 - Jun 2026**

- Designed and built an end-to-end physical–digital interactive installation across four miniature rooms, using tangible puzzle interactions to transform fragmented spatial memories into a responsive user experience.
- Prototyped and integrated a multimodal interaction system using magnets, reed switches, Arduino, and TouchDesigner, mapping the placement of 12 physical objects to real-time digital feedback and environmental changes.
- Integrated MediaPipe hand tracking for gesture-controlled scene rotation, connecting computer vision, physical computing, and real-time visual feedback into an intuitive spatial exploration experience.

San Diego Guqin Society Website — **La Jolla, CA**

Product Designer & UX Researcher — **Jan 2025 - Mar 2025**

- Initiated and led the end-to-end design of the society's first responsive website after identifying the lack of a centralized online presence, defining the experience around events, learning resources, performances, and community engagement.
- Conducted user interviews, developed user personas, and performed competitive analysis to identify user needs, content priorities, and accessibility considerations across different age and experience groups.
- Translated research insights into information architecture, structured wireframes, navigation, and content strategy, balancing event discovery, cultural storytelling, educational resources, and community participation.
- Developed a cohesive visual system blending traditional Chinese aesthetics with modern UI patterns, using typographic hierarchy, an 8-point grid, and reusable layouts to ensure clarity and consistency across devices.

DreamNet – Social Dream-Sharing App — **La Jolla, CA**

Product Designer & UX Researcher — **Oct 2024 - Dec 2024**

- Conducted competitive analysis of existing dream-journaling apps, identifying a gap in the market: most focused on private self-recording rather than social sharing and discovery.
- Conducted user research with 33 participants, finding strong curiosity about others' dreams but low willingness to share personal dreams, revealing key privacy and emotional-comfort concerns.
- Translated research insights into an anonymous, low-pressure consumer-facing social app, designing text and voice journaling, collaborative storytelling, and AI-generated dream imagery to encourage sharing and discovery.
- Developed end-to-end user flows, information architecture, and high-fidelity Figma prototypes, refining interactions and content structure based on user feedback.

SKILLS

Design: Product Design, UI/UX Design, Human-Centered Design, Interaction Design, Visual Design, Responsive Design, Design Systems, Information Architecture, Accessibility, Wireframing, Rapid Prototyping, High-Fidelity Prototyping
Research: User Research, Usability Testing, User Interviews, Surveys, Competitive Analysis, Mixed-Methods Research, User Behavior & Pain Point Analysis
AI & Development: Vibe Coding (Codex), AI-Assisted Prototyping (Figma Make), HTML/CSS, JavaScript, Python, Java, p5.js
Tools: Figma, Webflow, Framer, Adobe Creative Suite, TouchDesigner, MediaPipe, WordPress, Unity, Godot, Blender, ZBrush, Rhino, Shapr3D, Arduino, Canva
Languages: English (Fluent), Mandarin Chinese (Native)