

Yiwen Huang

Junior Product Designer | UX/UI

SUMMARY

- Expertise in end-to-end UX/UI design with strong skills in Figma, prototyping, and design systems for mobile and web platforms.
- Applied inclusive design principles and accessibility standards (WCAG, AODA) in product development from research to implementation.
- Led mixed-methods research and co-design workshops, translating insights into personalized, user-centered digital solutions.
- Experience collaborating with product and engineering teams to optimize usability and technical feasibility through iterative prototyping.
- Skilled in information architecture, user flows, and interaction design, demonstrated by redesigning complex media and sustainability platforms.

TECHNICAL SKILLS

Main Technical Skills	Figma (1 yr.), Oracle OCI, OOD
UI Frameworks, Libraries, and Browsers	Ant Design, Material UI (1 yr.)
Cloud Platforms, Services & Computing	Oracle OCI
Deployment, CI/CD & Administration	Ansible (1 yr.)
UI/UX/Wireframing	Design systems (1 yr.), FigJam, Figma (1 yr.), Prototyping (1 yr.), Responsive Design (1 yr.), User Flow (1 yr.), User Interviews (1 yr.), Wireframing (1 yr.)
Project Management & Administration	Facilitation
iOS Libraries and Tools	MDM (1 yr.)
Methodologies, Paradigms and Patterns	Observer (1 yr.), OOD, WCAG (1 yr.)
Soft Skills	Research Skills (1 yr.)
QA, Test Automation, Security	Usability tests (1 yr.)
Mail / Network Protocols / Data transfer	WebRTC
Other Technical Skills	High Cohesion (1 yr.), Information Architecture (1 yr.), Interaction design (1 yr.), Journey Mapping (1 yr.), Surveys (1 yr.), Teamwork

WORK EXPERIENCE

UX/UI Designer Intern - Vosyn (Core Audio-Player Experience)

Duration: Sep 2025 - Mar 2026

Summary:

- Designed the core audio-player experience for an early-stage AI startup's multilingual media platform (pre-launch), focusing on intuitive AI playback recommendations and seamless user navigation
- The project aimed to create a consistent and accessible media playback interface that enhances user engagement through clear feedback and efficient task flows

Responsibilities:

- Designed sketches to high-fidelity Figma prototypes for the audio-player experience.
- Mapped information architecture and task flows to streamline platform journeys.
- Contributed reusable media-player components to the design system with documented interaction states.
- Iterated control placement and layout based on usability feedback.
- Collaborated with product and engineering teams to align on feasibility and tradeoffs.

Technologies: Figma, Design Systems, Prototyping, Accessibility (WCAG, AODA)

UX Researcher & Product Designer (Independent) - OCAD University, Master's Research Project (Diet Diary)

Duration: Dec 2025 - May 2026

Summary:

- Conducted a REB-approved mixed-methods study to understand the breakdown of sugar-conscious eating habits, leading to the design of a personalized mobile app that supports habit-building and motivation
- The project combined surveys, interviews, and co-design workshops to capture emotional and cultural contexts influencing diet behaviors

Responsibilities:

- Designed and executed a mixed-methods research study including surveys, interviews, and co-design workshops.
- Recruited participants through social media and managed data collection and analysis.
- Translated research insights into a high-fidelity mobile app prototype featuring personalized onboarding and an emotional-support chatbot.
- Conducted usability testing to refine the app design.

Technologies: UX Research Methods, High-Fidelity Prototyping, Mobile App Design, Usability Testing

UX Designer & UX Researcher - OCAD University (Reuse Depot)

Duration: Jan 2025 - Apr 2025



Summary:

- Designed a QR-enabled mobile web service to improve student engagement with campus material reuse programs by addressing awareness and guidance issues
- The project involved user research and testing to create focused mobile flows for donating, finding, and picking up items, promoting sustainability on campus

Responsibilities:

- Conducted interviews and field observations to identify user needs and barriers.
- Developed personas, journey maps, and synthesized research findings.
- Tested digital and physical concepts to evaluate usability and awareness impact.
- Designed separate mobile flows for key user tasks to enhance clarity and focus.

Technologies: User Research, Journey Mapping, Mobile Web Design, QR Code Integration

Teaching Assistant - OCAD University (Teaching Assistant Role)

Duration: Jan - Apr & Sep - Dec 2025

Summary:

- Supported course instruction by leading tutorials and office hours, providing students with clear, actionable feedback aligned with course rubrics
- Assisted the instructor in facilitating student learning and assessment

Responsibilities:

- Led tutorials and office hours for students.
- Provided feedback based on course rubrics.
- Coordinated with the instructor to ensure consistent student support.

EDUCATION

- **OCAD University**
Master of Design, Inclusive Design (Major Research Paper: Diet Diary)
Until May 2026
- **Humber College**
Graduate Certificate, User Experience Design
Until May 2024
- **Beijing Normal University, Zhuhai**
Bachelor of Arts, Film Studies
Until Jun 2020

CERTIFICATION

- **TCPS Core-2: Research Ethics Certificate**
- **Accessibility for Ontarians with Disabilities Act (AODA)**

