MEIHAN HU

UI/UX Product Designer

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Highly motivated UI/UX Designer dedicated to crafting intuitive and aesthetically pleasing experiences that elevate user satisfaction and product engagement. Proven strengths in visual design and layout, as well as collaborating effectively with cross-functional teamwork.

EDUCATION

ArtCenter College of Design (08/2023- 05/2025)
MFA in Computer Software and Media Applications | Interaction Design (STEM) - GPA 3.6/4.0
ArtCenter Grad Cont Scholarship

Virginia Commonwealth University School of Arts (08/2019- 05/2023)
BFA in Graphic Design - GPA 3.9/4.0
Charts Dean's List 2021- 2023, VCUarts Top 5% Students List

WORK EXPERIENCE

Hermes Sponsor studio, Los Angeles - *UX Researcher & Product Designer (01/2025 - 04/2025)*

Chosen for Hermès x ArtCenter team (15 of 300+); focused on research and UI in a hybrid design group.

- Conducted Gen Z-focused UX research (10+ interviews, 3 usability tests) to define luxury product interaction expectations.

- Synthesized findings into a narrative-driven digital product concept aligning with Hermès' branding strategy.

- Designed and iterated 6+ high-fidelity UI screens in Figma, optimizing for interaction flow, screen hierarchy, and visual storytelling.

- Presented final proposal to Hermès Paris team; selected for showcase.

PHILIPS, Shanghai - *Product Designer & System Developer (05/2024 - 08/2024)*
Improved UX and UI for a surgical AI voice assistant.

- Re-architected voice interaction flows for a surgical AI assistant to minimize manual touchpoints in sterile operating rooms.

- Delivered 8+ production-ready UI screens in Figma, optimized for clarity, speed, and clinical usability.

- Helped visualize an assistant avatar that aligns with clinical expectations while remaining approachable.

- Co-developed assistant avatar and conversational UI components in collaboration with medical stakeholders and engineers.

- Featured as part of Philips internal AI UX innovation case study.

The Arts Consortium, Los Angeles (sponsor program) - *UI/ UX Designer (08/2024 - 12/2024)*
Created a platform to support arts nonprofit networks.

- Conducted stakeholder interviews with 3 LA-based nonprofits to understand organizational needs and communication gaps.

- Designed 5+ hi-fi Figma pages; ran 2 rounds of A/B testing and incorporated feedback from 3 user sessions.

- Final prototype was presented to 5 organizations and was well received as a model for shared digital infrastructure.

UCLA Trustworthy AI Lab, Los Angeles - *Product Designer (08/2024 - present)*

Built UI for AltruData, a secure, user-controlled data-sharing system.

- Designed 10+ interactive UI dashboards for AltruData, a user-consent–driven data-sharing platform with privacy-by-design architecture.

- Visualized backend logic (Differential Privacy, TEE) into user-facing interfaces for permission control and audit traceability.

- Developed full brand identity system from scratch (naming, visual system, documentation), adopted by research lab.

See Museums (Startup) — *Brand & UI Designer (05/2024 - 08/2024)*

Designed UI for SeeMuseums.art, a virtual museum experience platform.

- Participated in UI/UX for [SeeMuseums.art,](SeeMuseums.art) a web-based virtual museum platform; designed responsive interfaces for exhibit browsing and content filters.

- Created scalable Figma design system with reusable tokens and handoff components.

- Collaborated on branding strategy and product vision; platform won $25K in a national innovation competition.

SKILLS

UX & Interaction Design	User-Centered Design, Design Thinking, Design Systems, User Flows, Interaction Design, Mobile & Responsive Web Design, Wireframing, Prototyping, Information Architecture, User Journeys, Storyboarding, Usability Testing, A/B Testing, Gen-ai, XR
Visual & Brand Design :	Visual Communication, Digital Media Design, Branding Systems, Typography, Layout Design, Color Theory, Motion Design
Tools & Platforms:	Figma, Adobe Creative Suite (Photoshop, Illustrator, InDesign, XD, After Effects, Premiere, Audition), Sketch, TouchDesigner
Programming & Immersive Technologies:	HTML, CSS, JavaScript, Python, p5.js, Web/App Prototyping Frameworks, Unity (AR/VR), 3D Modeling, Arduino IDE

Languages

English:	Professional working proficiency
Mandarin (Chinese):	Native/professional working proficiency