MEIHAN HU
UI/UX Product Designer

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SUMMARY

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   **Product Designer & Researcher 01/2025 - 04/2025**
Chosen for Hermès x ArtCenter team (15 of 300+); focused on research and UI in a hybrid design group.

- Facilitated 10+ Gen Z user interviews and 3 usability tests to explore expectations around luxury interaction.
- Grounded in user research, designed 6+ high-fidelity interaction flows and UI screens, with 3 iterative cycles based on behavioral insights.
- Introduced digital features to Hermès' existing product line through a creative and user-centered approach.
- Presented and pitched the concept to Hermès' Artistic Director and senior leadership through strategic storytelling and narrative framing.

PHILIPS, Shanghai   **UIUX Designer 05/2024 - 08/2024**
Created AI voice based interaction and designed the UX flow to improve the usability.

- Created an AI voice system and designed UI workflows for a surgical voice assistant used by doctors in sterile environments.
- Provides doctors with a safe, efficient, and clearly designed surgical operation system.
- Co-developed the assistant's personality model and AI voice-responsive Logo.
- Delivered design solutions, specifications, and assets to the engineering team.

The Arts Consortium, Los Angeles (sponsor program)   **UIUX Designer 08/2024 - 12/2024**
Designed a public online platform for all LA-based art nonprofit organizations to share resources and update events.

- Interviewed stakeholders from 3 LA nonprofits to define pain points and collaboration goals.
- Facilitated A/B testing sessions and gathered qualitative feedback to iterate on 5+ interactive prototypes.
- Presented the final prototype to 5 organizations, which adopted it as a model for digital infrastructure.

UCLA Trustworthy AI Lab, Los Angeles   **UIUX Designer 08/2024 - present**
Built UI for AltruData, a secure, user-controlled data-sharing system.

- Designed 10+ UI screens for a secure data-sharing platform with user-controlled privacy settings.
- Translated complex backend logic (differential privacy, TEE) into intuitive visual dashboards
- Created full brand system: name, logo, color palette, visual documentation.

See Museums (Startup)   **UI Designer 05/2024 - 08/2024**
Designed UI for SeeMuseums.art, a virtual museum experience platform.

- Contributed to brand strategy by helping define the platform's name, tone, and visual identity.
- Created core UI components for exhibition navigation, user interaction, and content filtering.
- Platform won 1st place and $25,000 in the Midwest Chinese Innovation Competition.

SKILLS

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