

Grace Wang

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EDUCATION

Stanford University Stanford, CA
B.S. in Computer Science & Design *Expected June 2029*

- Relevant Coursework: Data Structures & Algorithms, Probability for CS, Linear Algebra, Multivariable Calculus, Differential Equations, Applied Combinatorics, CS Social Good: Designing Social Impact Projects

EXPERIENCE

TreeHacks Stanford, CA
Designer & Organizer *Oct 2025 – Present*

- Designed 80+ cohesive brand assets in Figma for the largest collegiate hackathon (1,000+ hackers), iterating 10+ times per major deliverable in collaboration with engineering and marketing
- Created 20+ custom products—including PCB badges and Lego sets—and the brand identity for a team-matching app, driving a 25% increase in applications (16,000 total)
- Led design and build of a 8-ft interactive tree installation and functional hardware photobooth; developed 30+ wayfinding systems and evaluated 700+ applications to curate the hacker cohort

Orchard AI San Francisco, CA
Design Intern *Sep 2025 – Present*

- Designed 5+ iterations of branded apparel and functional accessories (hoodies, tote bags) in Figma, utilizing stakeholder feedback for a Series A startup
- Coordinated with 10+ partners, researched sustainable vendors, and managed \$3,000+ inventory to scale physical brand presence and employee engagement

Stanford Women in Design Stanford, CA
Community Engagement Intern *Nov 2025 – Present*

- Designed and launched the official conference website for 150+ attendees and 8 speakers, optimizing navigation, information hierarchy, and registration flow
- Moderated panel of industry design leaders and outreached to 15+ sponsors, managing event logistics/budgets

Alpharetta Arts Center Alpharetta, GA
Receptionist & Events Assistant *Jul 2024 – Sep 2025*

- Designed a volunteer onboarding system, increasing applicants by 40% and reducing admin time by 60%
- Managed front-desk logistics and weekly communications for 250+ families, while coordinating 10+ community events for 300+ guests

PROJECTS

CareTie AI | UX Research, Figma *January 2026 – Present*

- Partnered with a healthcare AI startup to execute the full design lifecycle of a heart failure home-care app, progressing from low-fi wireframes to high-fidelity Figma prototypes

Interviewed 8 stakeholders to develop user personas, collaborating via weekly reviews with the founder
rem — FigBuild Designathon | Figma Design, Figma Make *March 2026*

- Designed end-to-end UI for a biometric-triggered memory app using Figma, defining a liquid glass design system across mobile, tablet, and watch viewports
- Translated cognitive science research into UX narrative, producing a 3-min cinematic product film

Sushidoro Timer | React, Electron, Tailwind CSS, Figma *June 2025 – July 2025*

- Programmed a cross-platform desktop application of a gamified Pomodoro timer; implemented state management for session tracking, currency logic, and an interactive shop system
- Designed all UI assets and animations on Figma and Procreate, creating a cohesive pixel-art user interface

AWARDS & HONORS

- 1st Place (\$3,000) — Naomi Rabb Winston Scholarship Award for Two-Dimensional Art 2025
- 2nd Place (\$1,000) — Art Renewal Center (ARC) International Salon, Teens Category 2023
- National Gold & Silver Medalist (3x) — Scholastic Art & Writing Awards 2021 - 2025

SKILLS

Design: Figma, UI/UX, Product Strategy, Info Architecture, Wireframing, Prototyping, Fine Art & Illustration

Technical: React, React Native, Tailwind CSS, HTML/CSS, JavaScript, Python, Java, C++