Chuhan Ji

✻ Product designer who crafts, builds, and ships.

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Experience

TikTok — Product Design Intern

Jun 2026 - Oct 2026

Creation: Camera & Editing

- **Owned 0→1 design of TikTok's in-camera teleprompter** for lip-sync lyrics and creator scripts, shipped on iOS & Android as a global A/B test that **lifted lip-sync publishing ~8%.**
- **Drove product and design for Design Lab**, a top-priority internal **AI design-to-code tool**, co-building feature and experience upgrades with engineers that helped raise code reuse.
- **Shipped camera exposure compensation end to end**, from definition and design to building and debugging it in Design Lab.
- **Redesigned the camera and editing UI and icon set** to unify and elevate TikTok Creation's visual language.
- **Owned features from definition to launch**, delivering specs with edge cases, leading design QA, and driving post-launch improvements.

Kuse — Product Designer, Intern

Nov 2025 - Mar 2026

Kuse is a **generative AI workspace** that turns **multimodal** inputs into multi-format content, reaching **$9M ARR in 60 days** and **500k+** users across **170+** countries.

- **Refined the core generation experience** by redesigning output format and template selection, guiding users toward desired deliverables and **increasing new user activation by 12%.**
- **Designed v2.0 onboarding experience** that communicates product value in under **30 seconds**, improving new user conversion and reducing time-to-first-value.
- **Optimized workspace file management** by redesigning file cards and file tree structure, applying **visual design** best practices to improve hierarchy, spacing consistency, and overall usability.

SenseTime — UX Design Intern

Jun 2025 - Sep 2025

Enterprise AI platform for 3D modeling and analysis of volumetric imaging data.

- **Redesigned the AI planning module's result display and loading experience**, making complex computed outputs easier to interpret and **improving perceived performance**.
- **Audited the core user flow and redesigned key interactions**, resolving logic breaks and unresponsive states that caused user drop-off.
- **Scaled the core analysis workflow from 1 to 3 use cases**, adapting it to new data requirements while keeping interaction patterns consistent.

Dazzle Studio — Motion Designer, Contract

Dec 2023 - Jan 2024

- **Designed the motion system and interaction patterns** for the **Los Angeles Times**' 101 editorial website, and animated its flagship homepage sizzle reel in After Effects.

Ruder Finn — Design Intern

Jun 2023 - Sep 2023

- **Contributed to a brand identity redesign and launched content campaigns**, increasing engagement by **180%** and client inquiries by **4.5x**.

Education

University of Washington

M.S. in Technology Innovation (HCI)

Sep 2025 - Mar 2027 (Expected)

School of Visual Arts

Bachelor of Fine Arts (Design)

Sep 2021 - May 2025

Skills

Product & UX

AI Product Design
Interaction Design
Product Strategy
Data-Informed
User Research
Information Architecture
Prototyping
Usability Testing
A/B Testing
Accessibility (WCAG 2.1)

Visual & Motion

UI design
Design Systems
Iconography
Motion Design
Micro-interactions

AI & Development

Vibe Coding
AI Prototyping
Design Implementation
Git & Codebase navigation
Testing & Debugging
Deployment

Tools

Figma, Framer, Claude Code, Codex, Cursor, Figma make, Sketch, Adobe Creative Suite, After Effects, Spline, P5.js, Runway, HTML/CSS, Python, Lark, Microsoft Teams, Slack, Notion, Obsidian