

Coco Yin

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Education

ArtCenter College of Design

Bachelor of Science in Interaction Design; GPA: 3.8/4.0

Pasadena, CA

Expected Dec. 2027

California Institute of Technology (Caltech)

Cross-Enrollment: Ways of Seeing; Grade: 4.0/4.0

Pasadena, CA

Fall 2025

Ryman Arts

Cal State Fullerton Campus; Program Alumna, Class of 2023

Fullerton, CA

2021 - 2023

Experience

TAMMIRA - Youth Telehealth Platform

UI/UX Designer (Contract)

Remote

Aug. 2026 - Present

- Own UX/UI delivery for onboarding and core mobile experiences, translating product requirements into interaction flows, high-fidelity UI, and developer handoff; support implementation and launch.
- Unify session requests, confirmed bookings, weekly availability, and time off in role-specific calendar flows; build a 22-screen Figma prototype for design review and implementation planning.
- Verify date-preserving navigation and specify time-off conflicts, invalid date ranges, and removal confirmations so users can make changes without losing context.

ArtCenter College of Design

Participant, DiDi DesignStorm

Pasadena, CA

Sep. 29 - Oct. 1, 2026

- Participated in a three-day extracurricular design intensive addressing a DiDi Global-sponsored brief; DiDi Global acquired all IP developed during the program.
- Collaborated with a transdisciplinary team to ideate and refine design concepts under tight deadlines and present final results to DiDi Global for feedback.

Tune Art & Piano Academy

Co-Founder

Mar. 2023 - Present

- Gather qualitative input from lesson observations and family feedback; translate findings into clear, personalized practice guidance and student onboarding across two locations serving 150+ students.

ArtCenter College of Design

Teaching Assistant - Programming for Interaction

Pasadena, CA

Jan. 2025 - May 2025

- Led HTML/CSS/JavaScript workshops and prototype critiques to help students improve interface behavior.

Snap Lens Lab at Otis College of Art and Design

Selected AR Design Program Participant; Alumna

2022

- Built and iterated on an interactive AR prototype in Lens Studio, incorporating design critique into successive refinements.

Projects

Conomi - Metronome & Piano Practice App

App Store

Creator, Product Designer and Developer

Apr. 2026 - Present

- Created and launched Conomi on the App Store, owning the full product cycle: interaction design, visual UI, iOS implementation, release preparation, and ongoing iteration.
- Designed a connected practice flow combining tap tempo, visual/haptic beat feedback, and guided timers; translated piece-specific goals and schedules into actionable daily practice plans.
- Resolved playback interruptions and synchronized lock-screen controls; adapted layouts for iPhone and iPad, with English, Chinese, and Spanish interfaces and private on-device practice records.

24 Hour Home Care - Family Portal

UI/UX Designer - Sponsored Four-Person Team

Jan. 2026 - Apr. 2026

- Owned the authorization model and homepage within a four-person sponsored team, distinguishing Community Supports and Disability Services rules in a family-portal concept.
- Translated research on renewal uncertainty into a dashboard connecting authorization status, care-hour balances, expiration dates, and next steps to support family care planning.
- Mapped mobile/desktop flows for weekly care planning, document-based renewal, and agency coverage; built reusable Figma components for planned, used, and no-activity states.

CareBridge - Korean-Language Healthcare Navigator

UI/UX Designer - Designmatters/Cedars-Sinai Sponsored Studio

2026

- Translated language-access and trust research into a Korean-language screening navigator concept; paired medical information with plain-language explanations, visible sources, and a persistent language switcher.
- Designed a service blueprint and consent-based handoff connecting patients, community navigators, and clinics; preserved questions and language preferences while keeping clinical decisions with human professionals.

Skills

Research: User interviews, observation, qualitative synthesis, usability testing, task analysis, service blueprinting

Design: Information architecture, journey mapping, interaction design, prototyping, accessibility, design systems, responsive UI

Tools: Figma, FigJam, Framer, ProtoPie, Lens Studio, HTML, CSS, JavaScript, GitHub

Languages & Recognition: English and Mandarin Chinese (fluent); Provost's List; ArtCenter Scholarships