

Yuhan Wu

Product & AI Experience Designer

PORTFOLIO

yuhanwu.work
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CONTACT

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LOCATION
Pasadena, CA

LOOKING FOR

ROLE
Product, UX or AI design internship

LOCATION
Open to relocation

AVAILABILITY
Spring or Summer 2027
(any time Jan – Aug)

WORK AUTHORIZATION
F-1 student, CPT eligible

EDUCATION

ArtCenter College of Design

B.S. Interaction Design
Sep 2024 – Dec 2027 (expected)
Pasadena, CA · GPA 3.96 / 4.0
Work selected for the school exhibition *Cool Website* (2026)

SKILLS

DESIGN
Interaction design, product design, user research, information architecture, design systems, rapid prototyping

AI TOOLS
Claude Code, Cursor, Google AI Studio, Gemini API; writing and evaluating agent skills

CODE
React Native / Expo, Supabase, HTML / CSS / JS, Unity

DESIGN TOOLS
Figma, Framer, Photoshop, Illustrator, After Effects, InDesign

LANGUAGES
English (fluent), Mandarin (native)

Summary

Interaction Design student at ArtCenter (GPA **3.96 / 4.0**) who designs and builds. Has taken **B2B and consumer products** from user research to a working beta, **prototyping in code with Claude Code and Cursor**. Focused on AI that people can trust and correct.

AI product design Code prototyping Interaction design User research Design systems

Experience

Yunhu Digital | B2B industrial collaboration platform **Jun – Oct 2026**
Product Designer · Sponsored by Jiangsu Yunhu New Materials · In TestFlight beta

- B2B SaaS
- Mapped the workflow:** Interviews mapped six project parties to 5 app roles; chat, files and sign-offs moved out of WeChat groups into one shared project page.
 - Designed and built it solo:** A 30+ component design system in 8 weeks, the iOS app and web admin, and a Claude Code back end Yunhu’s engineers are rebuilding for launch.
 - Beta testing:** Passed Apple’s beta review. Five testers couldn’t find projects in the web admin, so I added an overview with filters; re-tests found it much clearer.

Radbody × Designstorm Design Sprint | ArtCenter sponsored project **Jun 2026**
Cross-disciplinary Designer · 3-day brief for Radbody, a US RC car brand

- Visual system:** Turned racing graphics into a modular decal system new models can reuse, with transportation and illustration students in 3 days.
- Production:** Fixed decals breaking on curved shells with digital mockups and UV test prints. Adopted for the show car; **Radbody licensed the IP**.

Projects

PoPo | AI-assisted photo restoration app **Mar – May 2026**
Product Designer · Personal concept · Interviews, PRD, responsive prototype

- Consumer · AI experience
- Research:** Interviewed 10 instant-camera users. 7 had recently ruined a photo they cared about, and all 10 rejected AI generation.
 - Designed for trust:** The AI only adjusts light, color and contrast, offers one suggestion, and keeps the original one tap away. Blur is flagged, not faked.

benchmark-redesign | Open-source Claude Code skill **Oct 2026**
AI Workflow Design · github.com/yuhanwu-klein/benchmark-redesign

- AI agents · Evals
- Turned a process into a tool:** Packaged my redesign loop (study strong products, set a standard, write the PRD, rebuild, verify) as a Claude Code skill.
 - Evaluated it:** Ran 3 tasks with 24 graded checks against the same model without the skill. One revision cut run time 27% and still passed every check.

MEME | Anonymous chat redesign for Xiaohongshu **Jun – Aug 2026**
UX Researcher & Designer · Unsolicited concept, not affiliated with Xiaohongshu

- Social · Privacy and trust
- Usability research (group):** Tested a stranger-chat paper prototype with three students; found unclear labels, a dead end after filtering and a hidden profile.
 - Redesign (solo):** Anonymous Chat matches people by topic, unlocks trust in four tiers as both engage, and shares profiles only by mutual consent. 15 hi-fi screens.