

# Yuchen Xu

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## SUMMARY

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Insight-driven designer with strong visual judgment, creative thinking, and a user-centered mindset. Experienced in turning complex needs into clear, actionable design solutions by combining research, aesthetics, interaction design, and business understanding.

## EDUCATION

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**University of California, San diego** June 2028  
*Cog Sci - Design and Interaction (BS)*  
*Psychology - Business Psychology (BS)* GPA: 3.96  
**Honor:** Provost's Honors 2024-2026  
**Relevant Coursework:** Cognitive Perspectives, Research Methods, Data Science in Practice, Data-Driven UX/Product Design, Usability and Information Architecture, Behavior Modification

## SKILLS

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**Software:** Figma, Canva, Adobe Products, Photoshop, Microsoft Office  
**Art Techniques:** UI/UX design (Mobile App & Website), Graphic design, Digital & physical drawing  
**Programming Language:** Java, C++, Python, JavaScript  
**Language:** English (Full Professional Proficiency), Mandarin (Native level)

## WORKING EXPERIENCE

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**Qkinteq** La Jolla, CA  
**Product Design (UI/UX) Intern** April 2026 – Present

- Led high-fidelity interface design for an AI companion MVP, crafting a warm and supportive visual language to strengthen emotional engagement across long-term AI interactions.

**Ayers Lab - UCSD Psychiatry** La Jolla, CA  
Design Research Assistant - CREST Hoarding Disorder Project. March 2026

- Spearheaded the visual overhaul of the CREST manual for Hoarding Disorder; redesigned text-heavy clinical documentation into an interactive, user-centered format to facilitate patient adherence and reduce cognitive load.

**Product Operations Intern Caterpillar (CAT)** Xuzhou, China  
Product Management support Dec 2025 – Jan 2025

- Classified and analyzed complex product issues to extract actionable user insights, facilitating data-driven decision-making for technical optimizations.
- Tracked real-time product status and mastered digital workplace tools to streamline cross-functional communication and operational efficiency.

## ACTIVITY & INVOLVEMENT

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### Member — Design Co @ UC San Diego

La Jolla, CA  
Oct 2024 – Present

- Participated in UX workshops and gained exposure to real-world HCI case studies.

### Member — ACM (Design) @ UC San Diego

La Jolla, CA  
Jan 2026 – Present

## PROJECT

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### UI/UX Designer & Researcher | Children's Stuttering Training App

Oct 2025 – Jan 2025

- Designed a **child–parent mobile app** to support at-home stuttering practice and progress tracking.
- Created **high-fidelity Figma prototypes** for a parent dashboard (daily/weekly data, mood, difficult sounds) and kid-friendly training flows.
- Conducted **user research** (child + parent interview) and synthesized a **persona** to inform triggers, needs, and UI decisions.

### UI/UX Designer & Researcher | Sensory Recovery Station & Booking App

March 2026 – April 2026

- Researched sensory overload experiences in community settings and translated findings into a care-centered booking and recovery system
- Designed low-stimulation interfaces emphasizing clarity, accessibility, privacy, and emotional comfort.
- Integrated hardware-service-app touchpoints into one cohesive user experience.