

As AI changes what one person can do and how teams work together, I build to find out who I'm becoming.

Founder | Elsewhere

Jul 2026 – Present

A platform for user-created, AI-powered narrative games, now in demo.

- Researching the U.S. market and users to validate demand, format and pricing.
- Building the platform 0-to-1, from the multi-agent story engine to the demo.
- Developing content-evaluation agents and a harness to improve story quality.

Product Designer | ByteDance

May 2025 – Jun 2026

MagicMatrix · Training-data, deployment and evaluation platform for ByteDance Seed's algorithm engineers

- Designed side-by-side multimodal evaluation: 82% usage (96% in multimodal tasks), adopted for Seedream 4.0/4.5 and Seedance 2.0.
- Built the audio-video evaluation framework from scratch, with synced playback and expert controls: 40K+ audio-metric rounds.
- Rebuilt the Data Center and in-platform QC: users 600+ → 2,000+ over 2025; QC coverage 21% → 41%, 25% faster.

MagicArena · Elo-based public arena for visual generation models

- Adapted the audio-video framework to Elo battles, powering 200K+ evaluations.
- Designed review and user-prompt modes: 75% of 600+ players posted 30K+ reviews; overseas users wrote 20K+ prompts (100K+ evaluations).
- Wrote a self-initiated strategy for the arena's next stage, covering competition, compliance limits and user retention.

Chimera · Digital-human platform for internal teams and enterprise clients

- Updated modules as models improved and designed new ones like AIGC talking-head video and product interaction, boosting clients' competitiveness.

Echoes · Side project, built on ByteDance's internal platform

- Ran a daily digest of first-hand AI model and tool news: 90+ posts, 3,000+ views.

UX Designer Intern | Uhomes

May 2024 – Aug 2024

- Redesigned the core CRM for 600+ student-housing specialists: 60+ MVP pages, 87.5% satisfaction; task time –33 s, misclicks –27%.

UX Designer, Sponsored Project | MathWorks

Aug 2023 – Jan 2024

- Led 4 design cycles, wireframe to hi-fi, helping educators build MATLAB coursework; 15+ interviews and 3 contextual inquiries surfaced 5 key insights.

UX Design Lead Intern | Illinois Design Consulting

Sep 2022 – May 2023

- Led 4 researchers and 3 designers on a VR social platform through 3 iteration workshops; 77% satisfaction via co-design with stakeholders and users.

EDUCATION

M.S. Human-Computer Interaction

Georgia Institute of Technology
+ Management of Technology
Certificate
2025 · GPA 4.00

BFA Industrial Design

Minor in Information Science
University of Illinois
Urbana-Champaign
2023 · GPA 3.88

SKILLS

Product

0-to-1 definition, user research,
multi-agent systems

AI

Generative-model evaluation, agent
and harness design

Design

Interaction design, design systems,
prototyping

Tools

Codex, Figma, Unity, Blender

PUBLICATIONS & AWARDS

DOKI: A Multi-sensory

Communication System that

Communicates Emotions

IEEE Xplore, 2022 · First author

Dymo: A Future Dynamic Micro-

mobility Transportation System

ArchitectureMPS, 2023 · Co-author

First Place, PDMA White Space

Product Development Challenge

2022