YUCHEN ZHANG

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SUMMARY

Product Designer with a Computer Science background and M.F.A. training in Interactive Design at SCAD. I design AI-integrated, system-level products from user research to high-fidelity prototypes, with a focus on interaction models, decision support, and implementation-ready design specifications.

EDUCATION

Savannah College of Art and Design (SCAD) - M.F.A., Interactive Design Expected Mar 2027

Thesis: Learning by Seeing and Doing - investigating how AI-embedded design principle explanation supports UI/UX beginners in developing design reasoning, not just design output.

University of Delaware - B.S., Computer Science May 2023

AWARDS & RECOGNITION

Indigo Design Award - Winner, Agrox AI-Powered Pest Management for Organic Farms

SKILLS

Design: Product Design, Interaction Design, UX Research, Information Architecture, Wireframing, Prototyping, Design Systems, Usability Testing

AI & Prototyping: Claude API, Claude Code, Cursor, Figma MCP, AI-assisted prototyping, prompt-based interface generation

Tools: Figma, FigJam, Miro, Photoshop, Jira **Technical:** HTML/CSS, front-end implementation awareness, API-based prototyping

XR: Quest 3 interaction design, spatial UI, multimodal interaction design

DESIGN EXPERIENCE & LEADERSHIP

- Led interaction design decisions across team-based product projects, translating research findings into system-level product structures, task flows, and high-fidelity prototypes.
- Created implementation-ready Figma specifications covering component states, interaction logic, and cross-device behavior for hardware-connected and AI-assisted products.
- Collaborated across research, visual design, prototyping, and technical feasibility discussions, using usability testing and design rationale to resolve product direction conflicts.

SELECTED PROJECTS

Nest Thermostat *Intelligent Interaction Redesign*

- Improved System Usability Scale by 35 points (47.5 → 82.5) through two rounds of usability testing and iterative interaction redesign.
- Reframed the core usability issue from HVAC mode selection to a user-goal mismatch around wanting the home warmer or cooler.
- Designed a single-target temperature interaction model that lets the system determine heating or cooling behavior, reducing mode-switching complexity.
- Redesigned scheduling into a vertical, event-based timeline with reusable named routines, improving readability across thermostat and mobile contexts.

DoseCare *AI-Enhanced Mobile Health App for Medication Management*

- Conducted 9 user interviews and synthesized 129 research notes to identify the gap between medication reminders and users' later confidence in whether a dose was already taken.
- Reframed the product focus from remembering to take medication to confirmation-first medication tracking for older adults.
- Designed a today-focused home screen that prioritizes immediate dose status over complex calendar or weekly views.
- Created a barcode-first medication onboarding flow with manual fallback to reduce prescription setup friction; achieved 100% task completion on the reminder confirmation flow.

Agrox *AI-Powered Pest Management for Organic Farms*

- Conducted field research across 5 organic farms with farm operators and field crews to understand pest detection, labor constraints, and low-connectivity field workflows.
- Evaluated 6 technical concepts against 4 criteria, including AI feasibility, field usability, operational cost, and environmental impact.
- Designed an AI-driven dashboard that converts pest recognition data into actionable field heatmaps for farm managers.
- Designed the operator interface for an autonomous field robot, integrating computer vision, vacuum-based pest removal, and steam sterilization controls into one workflow.

Assembly Line Y *AI-Assisted Quest 3 VR Training Simulation*

- Designed a Quest 3 VR training simulation that uses a Claude API voice agent, ARIA, to provide contextual guidance during assembly-line onboarding.
- Replaced classroom-only instruction with an immersive, step-by-step training workflow mapped to Tesla Model Y assembly procedures.
- Designed a multimodal interaction system including grab, poke, press, scan, and voice inputs for hands-busy industrial training scenarios.
- Built a state-driven progress tracking system that connects task completion, AI feedback, and trainee performance across each training stage.