

Xiaoyang He

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Portfolio: xiaoyanghe.design

EDUCATION

Savannah College of Art and Design M.F.A. in Interactive Design	Savannah, GA Expected June 2028
Beijing University of Technology B.Eng. in Internet of Things Engineering Thesis: Transformer-based text prediction experiments using Python and PyTorch.	Beijing, China May 2025

SELECTED PROJECTS

ClearStep Solo Product & Interaction Designer	2026
- Designed an AI-assisted decision-support prototype in Figma to help people navigating unfamiliar systems interpret messages and identify their next steps. - Used card sorting to inform task-based navigation; designed focused follow-up questions and structured results around Verdict, Reason, and Action. - Refined the prototype through usability testing, adding category examples, shortening onboarding, and clarifying sensitive-information warnings.	
CuePoint Solo Product Designer	2026
- Designed question-based search and result-detail interfaces in Figma to help students find specific lecture moments and assess matches through transcript context. - Defined a six-entity information model and used AI-assisted tools to build a functional prototype with prepared data and simulated matching. - Refined result hierarchy, clarification wording, and save confirmations through usability testing at the Figma and functional-prototype stages.	
HatchWell Research & Interaction Prototyping Contributor	2025
- Prototyped supportive audio feedback in Unity for a rehabilitation concept during a 48-hour team hackathon, defining responses to different movement outcomes. - Reviewed research data and corrected inaccurate information in the team's final pitch deck.	
Game Prototypes Unity & Unreal Engine	2024
Taiji and Life , Escape Lab — Unreal Engine; Time Quest — Unity	
Designed gameplay systems and built playable prototypes with programming support.	

EXPERIENCE

Beijing Zhongke Weilan Technology Co., Ltd. Intern	Beijing, China Jun 2024 – Aug 2024
Wrote public-facing technical content related to the company's HarmonyOS work.	

SKILLS

Design: Interaction design, information architecture, user flows, wireframing, prototyping, usability testing.
Tools: Figma, Unity, Unreal Engine, GitHub.
Languages: Python, C, C++, Java, JavaScript, Verilog HDL, assembly language.
Technical foundations: Databases, data structures and algorithms, computer networking, embedded systems, computer architecture.