Evanna Yang

UI/UX designer

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EDUCATION

M.S. HCDE
Human Centered Design & Engineering

University of Washington

2025.9 - 2027.6

B.S. Statistics

Carnegie Mellon University

2021.8 - 2025.5

SKILLS

PROFESSIONAL

AI Tools Proficiency   Product Design   Data Analysis
Usability Testing   User Research   Stakeholder Collaboration

TECHNICAL

Figma   Python   R   SQL   iMovie   Blender
Adobe Creative Suite (Illustrator, Photoshop, InDesign)

AWARDS

CMU Dietrich College Dean's List – High Honors

EXPERIENCE

UI Design Intern / Freelance UI Designer

VaporAviator   2025.6 – Present

Started as an intern and continued as a freelancer at a design studio, contributing to **Linkol AI** (launched) and three additional in-progress startup projects. Gained broad exposure to diverse industries while delivering impactful UI/UX solutions.

- Designed wireframes, prototypes, and high-fidelity UI.
- Collaborated with designers, engineers, and stakeholders.
- Refined designs based on feedback and usability testing.

UX/UI Developer Intern

Gabriel AI   2025.5 – 2025.8

Worked with the UX team in the Engineering Department to redesign app interfaces and the web landing page, incorporating company values and design themes

- Collaborated with engineers and product managers on design needs.
- Conducted user research and usability testing.
- Created wireframes, prototypes, and polished UI designs.

PROJECT

InLoop   2024.7 – 2024.11

Designed a reciprocity-based networking and Q&A app with AI-powered matching and trust scoring features.

- Conducted user research and competitive analysis to inform design decisions.
- Developed iterative UI/UX prototypes and a high-resolution mobile interface.
- Integrated features for engagement, including incentives, growth pathways, and feedback loops.

Drive to Bond   2024.7 – 2024.12

Developed a collaborative game designed to strengthen relationships among middle-aged couples through teamwork.

- Designed game interface and interactive features with a focus on UI/UX design.
- Researched relationship dynamics and middle-age crisis to ground design decisions.
- Built iterative prototypes and gameplay flow emphasizing cooperation.