

Rebecca Huang

qiongran.huang@gmail.com | [Portfolio](#) | [LinkedIn](#) | 412-721-0459 | Available to start in May 2026 | Open to relocate

Product Designer with 3 years of experience designing AI-powered digital products across B2B, consumer, and enterprise platforms. Skilled at translating complex workflows into intuitive user experiences, with a track record of driving measurable impact through user research, iterative design, and cross-functional collaboration.

Experience

Product Designer, B2B social media marketing platform

OpenPromo | September 2025 - Current | Part-time | Remote

- Designed a **B2B social media management platform** that enables small businesses and creators to manage and publish content across multiple platforms from a single workspace.
- Redesigned the **publishing workflow** to enable centralized multi-platform publishing, reducing repetitive publishing steps and cutting cross-platform posting time by **~70%**.
- Conducted **usability testing** with 10+ small business users managing multiple social accounts, identifying confusion around platform selection and review states and improving task completion through clearer publishing states and simplified platform controls.

Product Designer, Efficient Species Identification System

Amazon Web Services | September 2025 - March 2026 | Bellevue, WA

- Designed an **AI-assisted wildlife identification system** for camera trap imagery, supporting **large-scale ecological monitoring workflows** used by state wildlife biologists.
- Conducted **field research and stakeholder interviews** to understand how biologists review camera trap data, identifying bottlenecks in manual image inspection and species verification.
- Designed an **AI-assisted review workflow** that combines automated classification with human verification, reducing manual inspection time by **~80%** while maintaining **92% species classification accuracy**.

UX Design Intern, AI college application guidance platform

AISPIRE | June 2025 - August 2025 | Remote

- Analyzed leading AI essay writing tools to **identify gaps in structured brainstorming and guided essay development** for college applicants.
- Designed an **AI-assisted essay writing workflow** that guides applicants through **step-by-step prompts** to break down the writing process, lowering the barrier to brainstorming and structuring application essays.
- Developed user flows, wireframes, and high-fidelity prototypes to define the **end-to-end product experience** and communicate the product vision to founders and engineers.

Product Designer, AI-powered resume optimization platform

OfferPlz | November 2024 - March 2025 | Remote

- Conducted user research and usability testing to uncover friction points in the resume review experience, leading to redesigned onboarding flows that improved user activation and engagement.
- Designed the end-to-end product experience for an AI resume optimization platform that helps job seekers improve resumes with targeted feedback, reaching **85K+ MAU**.

Product Designer, AI knowledge base platform

FileGPT | February 2023 - August 2024 | Onsite, New York, NY

- Designed the end-to-end product experience for an AI knowledge platform that enables users to search and interact with personal files, reaching **100K+ MAU** and generating **\$10K+ monthly revenue**.
- Conducted user interviews and usability testing to understand how users interact with AI knowledge tools, identifying key friction points in document upload, query formulation, and interpreting AI responses.
- Redesigned key interaction flows to simplify document upload, query input, and AI response navigation, **improving user engagement by 20%**.

Education

University of Washington

MS Innovation Technology | 09/2024 - 05/2026

Design Thinking | UX Research | Prototyping | Hardware/software system | Business Strategy | Product Design | Product Management | Signal Processing

New York University

BS Integrated Design & Media | 2021 - 2024

Visual Identity | UI/UX | Visual Design | Web Development | UX Research | 3D Modeling | Prototyping | Algorithm | Programming

Skills

Design

Product Design · Product Ownership · User Experience · Interaction Design · User Interface · Visual Design · Wireframing · Low-High Fidelity Mockups · Web Design

Research

User Interviews · User Testing · Information Architecture · Journey Mapping · Quantitative Analysis · A/B Testing · Competitor Analysis · Design Strategy · Excel

Development

Python · Java · HTML/CSS · API Integration · SQL · GitHub · VS code
Vibe coding

Other Skills

Rapid Iteration · Cross-functional Collaboration and Communication · Human-centered Approach · Provide and Solicit feedback

Project

Product Designer, Smart Weightlifting Assistant

University of Washington | March 2025 - June 2025

- Designed a sensor-based wearable device that attaches to barbells and dumbbells to capture lifting motion data and analyze exercise form.
- Built an interface that visualizes lifting trajectories with frame-by-frame motion breakdown, enabling users to compare their form against ideal benchmarks.
- Prototyped the full hardware and software system using IMU motion sensors to track acceleration and orientation, then iterated on the wearable form factor for comfort and barbell compatibility.