Xiyuan Hu

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Education Experience

Politecnico di Milano

09/2021-07/2024, Master of Science, Major in Digital and Interaction Design

- GPA: 111/110 (Laurea con lode/Graduated with honors)
- Main Curriculum: User Centred Design, Digital Design, Digital Art, Envisionning AI through Design, VR&AR Prototype, Hardware and Software Technologies, Usability Analysis, Inclusive Design, Data Analysis

East China University of Science and Technology

09/2016-07/2021, Bachelor of Engineering, Major in Industrial Design and Japanese Learning

- GPA: 3.35/4
- Main Curriculum: Design Research, Product Design, 3D-Rendering, Computing(c++), Mechanical Engineering, Math, Ergonomic Design, Branding, Business Design

Work Experience

Upwork, Remote

11/2023-Now, UI/UX Designer, Freelancer

- Collaborated with product managers and clients to define products, focusing on enhancing both business benefits and user experience.
- Designed user flows based on product requirements and converted wireframes into high-fidelity prototypes for SaaS projects, such as finance/recruitment dashboard(B2B), crypto and e-commerce app(B2C).
- Worked independently to create design systems and visual elements, collaborating closely with developers to ensure implementation.

StudioVolpi, Milano, On-site

06/2023-10/2023, UI/UX Designer/Researcher, Internship

- Developed user flows based on product requirements and transformed wireframes into high-fidelity prototypes for embedded interfaces on Medical and kitchen devices.
- Conducted user testing with senior designers and clients, analyzing A/B testing results.
- Independently created a series of motion graphics.
- Supported product and engineer team with user research and UX analysis.
- Conducted surveys and delivered solutions to improve internal UX team operations.

Projects Experience & Rewards

Redesign AI-Driven Image Generation Tool
01/2024-07/2024, Mater degree thesis

- Conducted interviews and case studies on widely used image generation tools to gather insights into user needs and challenges, while conducting depth research on human-AI interaction.
- Designed an integrated approach to embed image-generative AI within creative workflows, streamlining complex functionalities for a more intuitive, user-centered experience.
- Link: https://www.politesi.polimi.it/handle/10589/223009

Tudo, Smart Task Manager
09/2022-12/2022, UX Awards Nomination 2024

- Researched anxiety mechanisms and gathered expert insights from psychologists.
- Led user research to define essential product attributes, including form, interactions, and functionality.
- Developed a prototype with OCR and thermal imaging
- Conducted iterative user testing to refine and optimize the product based on real user feedback.
- Link: https://ux-design-awards.com/winners/2024-1-tudo

Parcoo, Outdoor Safety Companion, Inclusive Design
09/2022-12/2022, Collected by Milano Design Week 2023

- Conducted field research in Milan's parks to identify challenges faced by individuals with disabilities.
- Delivered a service design project integrating a park-based device and app to enhance accessibility and enjoyment for individuals with disabilities.

Skills

Skills & Tools

- Skills: User Research, Usability Analysis, Wireframing, Design Systems, Hi-Fi Prototype, Responsive Design, Interaction Design, Motion Graphic, User Test, Programming, Generate Image through AI
- Tools: Figma, Adobe illustration/Photoshop/After Effects, Useberry, Userlyics, Arduino, Midjourney,, Html,css,JS

Languages

- Chinese (Native)
- English(Fluent)
- Japanese(Intermediate)
- Italian(Beginner)