



# Alina Mao

an interdisciplinary designer.

alinamaodesign@gmail.com

+1 949-315-6153

<https://www.alinamao.design/>

Education	University of Washington	Seattle, WA   Sep 2024 - Mar 2026
	• Master of Communication in Digital Media (Specialize in UX Design & Content Strategy)	
Education	University of California, Irvine	Irvine, CA   Sep 2017 - Dec 2021
	• Double Major: B.S. Mathematics and B.A. Quantitative Economics	
Professional Experience	Product Designer   Pickle Solution Inc	Los Angeles, CA   Feb 2022 - Jan 2024
	• Led design solutions for three user experiences from the ground up and partnered with the engineering team throughout the implementation process to launch the MVP in 3 months and the official SaaS product in 8 months.	
	• Established a design system by leveraging the Ant Design components library, ensured design consistency and front-end development efficiency, shortening iteration cycle time by 30%.	
Professional Experience	• Discovered and addressed critical and urgent client needs based on recurring interviews with 10+ clients by integrating Tableau Data Visualization as a pivotal beta feature, resulting in engineer team efficiency improvement and a 10X sales increase.	
	Product Designer   Aesop Labs	San Jose, CA (Part-time, Remote)   Mar 2023 - Jan 2024
	• Designed high-fidelity wireframes, mockups, and prototypes utilizing tools including Midjourney, Framer, and Galileo AI, leading to two successful launches of the AI chatbot mobile App (Lucy) and a UGC AI gaming platform (Dopple AI).	
Professional Experience	• Led UX design and user research, closely collaborated with the start-up team, and guided the key pivoting of the product strategy, including API integrations as a key feature.	
	• Analyzed feedback and interactions from 635 active Discord users to refine user personas, evaluate user experience, and identify product bugs, which drive rapid design iterations.	
	Product Manager Intern   HuupAI	San Jose, CA (Part-time, Remote)   Jan 2024 - Sep 2024
Professional Experience	• Conducted an in-depth competitive analysis of the AI/ML industry, influenced long-term product direction, and aligned it with stakeholders' and investors' vision for the business.	
	• Collaborated with cross-functional teams (closely with front-end/back-end developers) and streamlined communication channels by creating a knowledge wiki and consolidating meetings, reducing communication costs by 50% while enhancing overall team efficiency.	
	• Conducted UX research based on stakeholder interviews and user stories to provide a balanced solution addressing enterprise mission and user experience.	
Extracurricular Activities	AIGC Mobile App Project   UX PIE	Irvine, CA   Mar 2023
	Virtual Reality Gaming Project   UX PIE	Irvine, CA   June 2023
	Machine Learning Research   University of California, Irvine	Irvine, CA   Mar 2021
Extracurricular Activities	• Conducted data selection and data cleaning using correlation plot; Performed 10%/90% random sample as testing and training data.	
	• Predicted the total trend of real estate pricing using three statistical models: linear regression, ridge, and lasso to analyze the alpha level and RMSE.	
Skills	UX Essentials, Toolkits, Coding	
	• Design strategy / User experience design / Interaction design / Information architecture / wireframing / prototyping / user research / usability testing / Data visualization / Data analytics / Statistic models/ basic web development / XR Interaction toolkit	
Skills	• Figma / Adobe XD / WordPress / Notion / Wix / Tableau / Microsoft 365 / Unity Hub / Blender	
	• R / Python / MATLAB / MySQL / C# / Basic HTML	