

Cho Huang


UX designer, PhD

Empathetic and analytical UX Designer who transforms user insights into elegant, data-driven solutions. Skilled at fostering collaboration in Agile settings to create user-centered designs that achieve business goals.

 [Portfolio link](#)

 425-667-3722

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 Seattle, WA (Open to remote work)

UX Work Experience

UX Designer @ Foundation for Intentional Community 11/2024 - Present | US • Remote

- Elevated search experience via **data-driven redesign, restructuring 40 filters** and **creating a visually compelling interfaces** to boost community discovery efficiency and user engagement
- Streamlined team workflow through **strategic UX analysis of 4 user personas by mapping user flows, outlining page-specific needs**, and prioritizing critical issues for the current phase
- Improved digital inclusivity by conducting **accessibility evaluation** and **providing report** for redesign

UX Designer & Researcher @ Memor Museum 09/2024 - 12/2024 | US • Remote

- Led the design of an AI feature for an AI toy app, **achieving a 6.6/7 ease-of-use rating**
- Led a team of 4 researchers in **usability testing**, enhancing design quality and **accelerating time-to-market**
- Conducted user interviews and research on the museum visiting process with digital product, **informing strategic design improvements**

UX Designer @ FelixSphere 03/2024 - 06/2024 | US • Remote

- Designed & launched **Permission Control system**, improving data security & access control
- Conducted **user research** to inform data-driven design decisions, increasing product relevance
- Collaborated closely with development teams to **ensure pixel-perfect design implementation**

Founding UX Designer @ Bookiea 09/2023 - 05/2024 | US • Remote

- Led the UX design of a **0→1 class-booking platform** from research to launch
- Developed **research-driven strategy**, identifying unique features and market opportunities
- User-friendly design led to a **4.67/5 ease-of-use rating** and increased booking efficiency
- Ensured **pixel-perfect implementation** through close developer collaboration

Landscape Architecture Experience

Designer & Researcher @ WSL & THU & Turenscape 07/2013 - 01/2021 | Switzerland & China

- Designed green spaces (i.e., parks, waterfront, and residential) **to boost sustainability and promote well-being**
- Conducted user research using **both qualitative and quantitative methods** (Interview, Survey, GPS, Skin Conductance Level, etc.) methods. **Published 8+ papers in English and Chinese**

Awards

2020 AHTA Charles Lewis Excellence In Research Award 2020 | US

- First author of a VR study on green space design impacts on stress levels (Top-tier journal, Citation: 174)

Education

UX/UI Certificate @ Springboard 05/2022-03/2023 | US

Visiting Researcher @ Swiss Federal Institute WSL 09/2017-01/2019 | Switzerland

Phd In Landscape Architecture @ Tsinghua University (THU) 09/2015-01/2021 | China

Skills & Tools

Skills: Qualitative & Quantitative Research, Competitive Analysis, Affinity & Empathy Maps, Personas, Card Sorting, Information Architecture, User Stories, User Flows, User Journeys, Design System, Prototyping, Wireframes, Visual Design

Tools: Figma, Figjam, Protopie, Adobe Creative Suite, Notion, Trello, Jira, AutoCad, Sketchup, R Software, SPSS, ArcGIS