

Mika Meihan Hu

UI/UX, Product Designer

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Bio

Bilingual Visual & UI/UX Designer with nearly **3 years of experience** across **luxury, healthcare, research, startups and nonprofit sectors**, with strengths in **design and aesthetics**, distinguished by the ability to **integrate user experience and marketing** to craft intuitive **digital products** and impactful **visual storytelling**.

Education

ArtCenter College of Design 2023 - 2025

MFA in Interaction Design (STEM)
(GPA: 3.6/4.0, ArtCenter Grad Cont Scholarship)

Virginia Commonwealth University School of Arts 2019 - 2023

BFA in Graphic Design
(GPA 3.9/4.0 Chats Dean's List, VCUarts
Top 5% Students List)

Experience

Ideate | UIUX Design Intern

08/2025 - 10/2025 - Philadelphia, PA

- Designed Moodboard Studio landing page and optimized user flows, contributing to \$500K investment milestone.
- Tracked backend user data and optimized interaction flows to improve CTR.
- Created Instagram and email campaigns with AIGC visuals, boosting engagement and awareness.
- Created marketing campaigns (emails, Instagram posts) to drive awareness and engagement.

WeSpark LLC | Web Design Intern

07/2025 - 09/2025 - Woodinville, WA

- Led Human-Centered Interaction design during an 8-week HCI program, creating user flows and high-fidelity prototypes that improved website usability.
- Designed visual systems and UI components to refresh WeSpark's wellness-tech branding and support product launch.

Hermes Sponsor studio | Contract Product Designer

01/2025 - 05/2025 - Los Angeles, CA

- Introduced digital features to Hermès' existing product line through a creative and user-centered approach.
- Selected for Hermès x ArtCenter hybrid design team (15 chosen from 300+), focusing on reimagining luxury interaction for Gen Z audiences.
- Designed and prototyped digital features for Hermès' product line, integrating UI flows and interactive storytelling into a traditionally physical experience.
- Pitched final concepts to Hermès' Artistic Director and senior leadership, resulting in adoption of proposed features for further brand exploration.

PHILIPS | Visual & UIUX Design Intern

05/2024 - 08/2024 - Shanghai, China

- Created an AI voice system and designed UI workflows for a surgical voice assistant used by doctors in sterile environments.
- Co-developed the assistant's personality model and AI voice-responsive Logo.
- Designed promotional graphics for Philips' official WeChat platform, boosting brand visibility in the Chinese market.
- Designed the product pitch deck at the China International Import Expo (CIIE) in Shanghai, showcasing new features to industry leaders and stakeholders.

UCLA Trustworthy AI Lab | UIUX Designer

08/2024 - 08/2025 - Los Angeles, CA

- Built UI for AltruData, a secure, user-controlled data-sharing system.
- Designed 10+ UI screens for a secure data-sharing platform with user-controlled privacy settings.
- Translated complex backend logic (differential privacy, TEE) into intuitive visual dashboards

The Arts Consortium | Contract UIUX Designer

05/2024 - 08/2024 - Los Angeles, CA

- Interviewed stakeholders from 3 LA nonprofits to define pain points and collaboration goals.
- Designed and conducted A/B testing, analyzed qualitative feedback, and iterated on 5+ interactive prototypes to refine usability and engagement.
- Presented the final prototype to 5 organizations, which adopted it as a model for digital infrastructure.

See Museums | UI Designer - Startup

05/2024 - 08/2024 - Los Angeles, CA

- Designed UI for SeeMuseums.art, a virtual museum experience platform.
- Platform won 1st place and \$25K in the Midwest Chinese Innovation Competition.

Alibaba | UI Designer

12/2020 - 02/2021 - Hangzhou, China

- Designed high-fidelity UI interfaces for internal platforms, aligning with Alibaba's design system and visual language.

Skills

Design Tools

Figma, Adobe Creative Suite (Photoshop, Illustrator, InDesign, XD, After Effects, Premiere), Motion Design, Branding Systems, Typography, TouchDesigner, AIGC Tools (Midjourney, Stable Diffusion, DALL-E, Recraft)

Research Tools & Methods

User-Centered Design, Design Thinking, User Flows, Design Systems, Storyboarding, Usability Testing, A/B Testing, Information Architecture, User Journeys, Mobile & Responsive Design, Wireframing, Prototyping

Marketing & Content

Social media content creation (Instagram, TikTok, Pinterest, Twitter/X), Campaign design, Visual storytelling, Trend analysis, Pitch deck design, Marketing graphics (WeChat, Expo showcases), Customs.io, Canva