

Melissa Hui

UX Designer

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EDUCATION

University of California, Irvine

B.A. in Urban Studies with a minor in Digital Arts

June 2024

EXPERIENCE

Taylor Corporation - User Experience Developer

July 2024 - March 2026

- Developed and maintained a comprehensive design system for an e-filing tax form service, ensuring consistency, scalability, and a unified user experience across products and design teams
- Collaborated on company rebranding, including naming exploration, logo redesign, and brand identity
- Contributed to the end-to-end design of an HR mobile app through research, ideation, design and prototyping
- Designed onboarding guides and interactive product tours to streamline the onboarding experience, reducing onboarding time by 15%
- Leveraged AI tools (Claude, ChatGPT) to accelerate research synthesis, ideation, and rapid prototyping, streamlining design workflows and shortening iteration cycles by 1-2 weeks

Taylor Corporation - UX Design Intern

January 2023 - June 2024

- Designed responsive experiences for HR platform features, ensuring accessibility from desktop to mobile devices
- Created interactive prototypes for HR software to communicate concepts, validate usability, and gather feedback
- Designed visuals and graphics for landing pages, strengthening user engagement and brand consistency
- Led interface redesign initiatives to improve usability and user satisfaction, and reduced user errors by 20%
- Partnered with product owners and developers to align user needs, business goals, and technical demands

PROJECTS

Duolingo AI UX Case Study

May 2026

- Designed AI-powered learning features to personalize language learning and enhance lesson effectiveness
- Established trust and transparency patterns by communicating AI capabilities, limitations, and reasoning, without disrupting user control
- Utilized AI tools, including ChatGPT, Claude, Claude Code, to generate design ideas and produce front-end code

Design@UCI

October 2021 - June 2023

- Collaborated in teams of 6 to design user-centered mobile applications from concept to final prototype
- Utilized Figma to design wireframes, high-fidelity mockups, and interactive prototypes
- Conducted user research through interviews, surveys, competitive analysis, and information architecture studies

SKILLS

User Research · User Personas · Information Architecture · User Flows · Sketches · Wireframing · Prototyping · Usability Testing · Responsive Thinking · Design Systems · Style Guides · AI-Assisted Design · Visual Design · Problem Solving · Accessibility · Agile

TOOLS

Figma, Adobe XD, Adobe Illustrator, Adobe Photoshop, Miro, Claude, ChatGPT