

Melissa Hui

Product Designer

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PROFESSIONAL EXPERIENCE

Taylor Corporation - User Experience Developer July 2024 - March 2026

- Developed and maintained a scalable design system with documentation, style guide, and component library with 200+ components for an e-filing tax form service, establishing reusable UI patterns that improved consistency across products
- Collaborated on company rebranding— 100+ naming explorations, 50+ logo redesigns, visual design, and brand identity
- Contributed to the end-to-end product design of an HR mobile app through user research, ideation, user flows, wireframing, prototyping, and visual design, partnering with product and engineering throughout the product cycle
- Designed onboarding guides and interactive product tours, 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 web and mobile experiences for HR platform features, applying user-centered design and accessibility principles across desktop to mobile devices
- Created wireframes, high-fidelity mockups, and interactive prototypes for HR software to communicate concepts, validate usability, and gather stakeholder feedback
- Designed 50+ visual assets and graphics for landing pages, strengthening user engagement and brand consistency
- Led UX and interface redesign initiatives to improve usability and user satisfaction, reducing user errors by 20%
- Collaborated with designers, product managers, engineers, and cross-functional teams to align user needs, business goals, and technical constraints throughout the product development process

PROJECTS

Duolingo AI UX Case Study May 2026

- Designed an AI-powered learning experience to personalize language learning and enhance lesson effectiveness
- Designed human-AI interaction patterns that communicated AI capabilities and limitations while establishing trust, transparency, and user control
- Utilized AI tools, including ChatGPT, Claude 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

EDUCATION

B.A. in Urban Studies, Minor in Digital Arts | University of California, Irvine June 2024

SKILLS

Product Design, UX Principles, User Research, Data Analysis, Information Architecture, User Flows, Interaction Design, Wireframing, Prototyping, Usability Testing, Responsive Design, Mobile Design, Design Systems, Component Libraries, Agile, AI-Assisted Design, Visual Design, User-Centered Design, Problem Solving, Accessibility, Cross-Functional Collaboration

TOOLS

Figma, FigJam, Adobe XD, Adobe Illustrator, Adobe Photoshop, Miro, Claude, Claude Code, Claude Design, ChatGPT