

Yi He

Product Designer

Designs and codes AI-native products • SwiftUI + LLM prototyping • Interactive Design background

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EDUCATION

Savannah College of Art and Design (SCAD)

Master of Arts in Interactive Design

Savannah, GA

August 2024 – March 2026

University of Genoa

B.Eng. in Product Design (Dual-degree with BUCT)

Genoa, Italy

August 2021 – May 2024

Beijing University of Chemical Technology

B.Eng. in Industrial Design (Dual-degree with University of Genoa)

Beijing, China

August 2020 – May 2024

EXPERIENCE

HMI & UX Designer

Kohler (SCADpro Collaboration)

September 2025 – November 2025

Remote

- Designed the touchscreen HMI for a smart wellness product, combining temperature, lighting, and routine controls into a single guided flow.
- Built 15+ high-fidelity Figma prototypes across 3 rounds with the Kohler product team to land the final wellness routine flow.

AR UX Designer

Mayo Clinic (SCADpro Collaboration)

June 2025 – August 2025

Jacksonville, FL

- Designed AR step-by-step guidance for 20+ emergency procedures on Meta Quest 3, replacing static reference materials used in current training.
- Built an AR-guided BLS training experience (CPR, AED, Ambu bag) in Unity for Meta Quest 3, prompting nurses through each step and flagging technique errors in real time.
- Co-facilitated usability testing with 8 clinical staff across two rounds; refined spatial guidance and labeling based on feedback after each round.

Product Design Intern

DiDi Global

March 2024 – June 2024

Beijing, China

- Redesigned the visual feedback system for a driver-side gamification feature in DiDi's premium ride-hailing tier, contributing to an 11% increase in monthly active drivers post-launch.
- Delivered flows and wireframes for incentive campaigns reaching 100k+ drivers, refining designs through A/B testing with the product team.

UX Design Intern

Ximmerse

June 2023 – December 2023

Guangzhou, China

- Designed the end-to-end user journey for an MR tactical training system on Meta Quest 3, delivered to the client as a pilot training program.

PROJECTS & AWARDS

Que | *iOS AI Memory Assistant* | [view case study](#) →

2026

- Designed and built Que, an iOS AI memory assistant in beta testing, that captures content through the native Share Sheet and retrieves it via natural language—pivoting from folders after research showed manual categorization was the core friction.
- Conducted 7 in-depth user interviews to identify 7 “memory anchors” (time, visual, source, intent, etc.) that became the structural foundation for the semantic search system.
- Built the alpha in Swift/SwiftUI with an invisible context-scraping engine; usability testing across two rounds raised task success from 62% to 84% and SUS from 58 to 86.

AgroX | *Indigo Design Award (1x Gold, 5x Silver)*

2026

- Designed an automated organic pest management system, translating noisy field data into the few signals growers actually need for daily decisions.

FitFido | *MUSE Silver & IDA Bronze*

2025

- Designed a smart pet feeding system that turns continuous weight tracking into automatic, real-time portion adjustments.

CAPABILITIES & SKILLS

Product Design: Interaction Design, User Research, Usability Testing, Information Architecture, Prototyping, HMI

AI & Development: LLM prototyping, AI-assisted design workflows, multimodal interaction patterns, semantic search UX, Swift/SwiftUI (Anthropic AI Fluency Certified)

Design Tools: Figma, Framer, Adobe Creative Suite (Photoshop, Illustrator), Miro, Notion

Industrial Design & 3D: Rhino, KeyShot, Blender, Unity