

Christine Zhang

Product Designer with 3+ years of experience across healthcare, govtech, and games — simplifying complex workflows and vibe coding small tools that turn ideas into working products.

Project Experience

Advent Health + SCADpro Product Designer

03/2025 – 06/2025 | Savannah, GA | Health Tech/IoT

- Designed an IoT-enabled system to help hospital staff locate equipment and colleagues in real time, reducing search time by 35% and enabling nurses to refocus on patient care.
- Designed the nurse dashboard and Roger phone navigation to improve room-level clarity and cut location-related delays by 25%.
- Conducted hospital field visits and staff interviews to identify workflow issues and inform system-level design concepts.

Deloitte + SCADpro UX designer & Research Lead

01/2024 – 03/2024 | Savannah, GA | B2G

- Redesigned onboarding, form completion and interview scheduling for Global Entry, reducing total process time by 83.3% and improving appointment booking conversion rate by 24%.
- Led the end-to-end design of government app using fingerprint and ID scanning technology to simplify form submission, streamline scheduling, and improve government staff efficiency.
- Conducted user interviews and competitor analysis to identify pain points, clarifying the design direction toward dynamic form layout to improve clarity and flexibility.

CincyTech + Digital Innovation Product Designer

01/2021 – 05/2021 | Cincinnati, OH | B2B

- Designed a resource platform for startups to access local support more efficiently, organizing content into clear categories based on user research, reducing browsing time by 32%.
- Designed IA, navigation, and UI in Webflow as a solo designer, improving resource discoverability by 22% and helping startups access tools faster.
- Led stakeholder interviews and outreach with startup CEOs to define priorities and shape features around high-demand resources.

Work Experience

NightSpade Design Intern

01/2021 – 05/2021 | Remote | GAME

- Designed two sets of cross-platform game UIs for a nursery game and created reusable components to ensure visual consistency, improving design and development efficiency by 30%.
- Improved UI clarity and interaction design by refining layout hierarchy, button states, and transition flow, increasing task completion speed by 18% and streamlining team handoff through standardized design patterns.

christinejiayiz@163.com

www.christinejiayi.com

Education

Savannah College of Art and Design

M.F.A. in Interactive Design and Game development, HCI focus
GPA: 4.0, 09/2022 – 11/2025

Miami University, Oxford

B.A. in Interactive Media Studies
GPA: 3.97, 08/2018 – 05/2022

Skills

Design

Prototyping, Design Systems, Interaction Design, Motion, Accessibility

Research

User Interviews, Journey Mapping, Usability Testing, A/B Testing, Statistical Analysis

Tools

Figma, Sketch, Principle, Adobe Creative Suite, Webflow, Framer, Rive, Arduino, Maya, Cinema4D

Vibe Coding & Development

Codex, Cursor Figma Agent, HTML, CSS, JavaScript, vibe-coded tools

Awards

UX Design Awards Nominated 2025 & Indigo Design Gold

“Dormbo” Student dormitory task management

Rookie Awards 2023

Certificate for Motion Graphics