Yingyan Hua | UX/UI Designer

Blending 10+ years in software engineering with UX design expertise to deliver user-centered products

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Experience

Founding UX Designer & Software Engineer @ BusyOtter | Remote | May 2025 – Present
- Led end-to-end UX design for BusyOtter's Product Website for an AI voice agent that handles calls for small businesses, showcasing features and driving user acquisition through clear storytelling and engaging design
- Directed UX strategy and interaction design for the Merchant Portal, enabling merchants to view call metrics, manage agents, and oversee multiple store accounts
- Built and launched both the Product Website and Merchant Portal, handling full-stack implementation from design to deployment, ensuring seamless integration of design and code
- Owned the UX vision across BusyOtter's product ecosystem, ensuring cohesive design, usability, and technical execution

UX / UI Designer (Contract) @ Juna | Remote | Oct 2024 – Feb 2025
- Led UX research to identify and address pain points causing low conversion rates on the B2C chronic care platform landing page, delivering actionable insights to stakeholders
- Developed a comprehensive design system (color palette, typography, spacing, reusable components), ensuring consistent branding and improved usability
- Redesigned and prototyped the responsive landing page in Figma, which was fully adopted as Juna's official website
- Collaborated cross-functionally with product managers and designers in an agile environment to refine requirements and deliver effective solutions

UX / UI Designer (Contract) @ Korion Health | Remote | Feb 2024 – Oct 2024
- Led UX/UI redesign of Korion Health's landing page and recording session interfaces, leveraging insights from competitive analysis and user research
- Created responsive, high-fidelity designs in Figma, simplifying device usage and enhancing usability for at-home electronic stethoscope users
- Integrated client feedback into multiple design iterations, partnering with product managers to deliver user-centered interfaces for at-home medical use

Senior Software Engineer @ Google LLC | Mountain View, CA | May 2018 – May 2025
- Designed and implemented the interaction flow and button animations for Magic Cue, a flagship AI feature on Pixel 10 devices that proactively surfaces contextually relevant information across apps
- Led the redesign and implementation of in-app promotional dialog formats for the YouTube Android app, leveraging A/B testing to optimize conversion, resulting in a 0.79% increase in YouTube Premium signups
- Developed and launched a promotion frequency capping framework to balance business growth and user experience, reducing duplicate promotional displays by 76% and minimizing user fatigue from frequent promotional prompts
- Drove cross-functional collaboration with Product, UX Design, and Analytics teams to implement user-centered, data-informed enhancements across YouTube, Google Pay, and Pixel software

Senior Software Engineer @ LinkedIn Corporation | Mountain View, CA | June 2015 – May 2018
- Redesigned and optimized the LinkedIn Android app's Search experience, enhancing usability, accessibility (a11y), and visual consistency, including dark mode support for diverse user needs
- Partnered closely with UX designers and product managers to deliver personalized content feeds and trending stories, improving information relevance and increasing daily active usage
- Led A/B testing and iterative improvements for new features, collaborating with data scientists to optimize user engagement and conversion
- Developed and launched user-friendly in-app promotion formats (e.g. splash screens), increasing product awareness while maintaining a seamless user journey

Education

UI / UX Design Specialization [Certificate](#) | CalArts (Coursera) | 2022
- Courses: Visual Elements of User Interface Design; UX Design Fundamentals; Web Design: Strategy and Information Architecture; Web Design: Wireframes to Prototypes

Graphic Design Specialization [Certificate](#) | CalArts (Coursera) | 2021
- Courses: Fundamentals of Graphic Design; Introduction to Typography; Introduction to Imagemaking; Ideas from the History of Graphic Design; Brand New Brand

Computer Science, Master of Science | University of California San Diego | 2013 - 2015

Computer Science & Technology, Bachelor of Engineering | Tongji University | 2009 - 2013

Skills

UX & UI: User research, competitive analysis, wireframing, prototyping, interaction design, information architecture, typography, design systems, responsive design, accessibility

Tools: Figma, Adobe XD, Sketch, Miro, Jira, Trello, Google Suite, Android Studio

Programming: Android development, web development, Java, Kotlin, HTML, CSS