

Yifan (Ivan) Wu

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EDUCATION

University of California, Irvine **Irvine, CA**
B.S. in Informatics – Human-Computer Interaction (HCI) Specialization Sept. 2022 - May 2026
• **GPA:** 3.49/4.0; **Major GPA:** 3.89/4.0
• **Major Coursework:** Software Engineering, Software Design, Human-Centered Design, Project in Human-Computer Interaction and Evaluation, Project Management, Programming in Java, UX Research, Visual Interface Design

PROFESSIONAL EXPERIENCE

NARI HCI R&D Center **Nanjing, China**
UX Design Intern Jul. 2025 - Aug. 2025
• Built a high-fidelity GIS map editor with layered architecture, unified visual encoding (color, line, size), and zoom-based visibility control, improving task completion speed and clarity
• Established a reusable design system with tokens, components, and accessibility patterns, aligning with front-end specs to ensure consistent behavior and faster developer handoff
• Designed and validated Saudi project modules (Home Dashboard, Primary/Backup Dispatch with Curve Configuration) by running end-to-end walkthroughs and refining flows for production readiness
• Mapped data-to-visual-to-interaction logic for substation and power-flow diagrams; converted algorithmic results (thresholds, alarms, voltage, power) into intuitive visual encodings
• Explored AI-driven interaction designs integrating voice and image recognition into operational interfaces; designed review–correction–retrain loops to enhance explainability and operator trust

RESEARCH & PROJECTS

Decision-Support Research Agent (LangGraph) | Project Analyst Oct. 2025 - Nov. 2025
• Designed a self-reflective agent that iterates plan, search, synthesize, critique to deliver sourced answers with citation mapping and time-window filters
• Built a LangGraph state machine with stopping criteria, tool-integrated retrieval, and end-to-end logging to enable auditability, reproducibility, and policy compliance
• Developed an A/B evaluation harness (reflection vs baseline) tracking factual consistency, citation coverage, iterations, latency, and cost to guide DSS decisions

Minecraft CSCW Collaboration Project | User Researcher & System Designer Oct. 2025 - Nov. 2025
• Participated in a CSCW (Computer-Supported Cooperative Work) research project that used Minecraft as an experimental platform to examine collaboration challenges in multiplayer virtual environments
• Designed and implemented four core system features: Split-Screen View, Visual Version Control, Live Minimap, and Communication Upgrades, to enhance real-time team awareness, coordination, and communication
• Conducted user surveys and interviews to identify players' pain points in teamwork and situational awareness

Granny's Goodies Store Management System | UX Designer Mar. 2025 - May 2025
• Built a unified store management system integrating orders, checkout, inventory, and analytics into one dashboard
• Designed reusable enterprise UI patterns (navigation, tables, filters) to support multiple roles with minimal complexity
• Implemented role-based workflows showing tailored KPIs and permissions for cashiers, managers, and suppliers
• Standardized table-and-filter patterns across inventory and orders views to reduce learning time

Sleep Tracker | Independent UX Designer Feb. 2025 - Apr. 2025
• Designed a minimal, low-cognitive-load sleep-tracking app with one-tap bedtime and wake-up logging
• Crafted a calming dark UI with high-contrast typography and a single accent color to reduce visual stimulation

Mindful Social App: Teen Digital Wellness | UX Designer Jan. 2025 - Mar. 2025
• Designed a mobile app encouraging mindful social media use among teens via behavioral nudges and habit-tracking
• Led visual design and interaction flows in Figma, focusing on intuitive onboarding, habit-formation UX, accessibility
• Prototyped key features, including Smart-Lock Scheduler, AI-Generated Wellness Reports, Mindfulness Challenges

Voting System Desktop Application | Java Developer Sept. 2024 - Dec. 2024
• Developed a real-time GUI-based voting app using Java Swing to enable candidate and proposition vote tracking
• Implemented dynamic UI panels, donation input handling, and live result rendering with MVC architecture

SKILLS

- **Programming:** Java, Python, TypeScript/JavaScript, HTML/CSS
- **Tools & Frameworks** Figma, Adobe XD, Angular, Ionic, Node.js, Bootstrap, Git, GitHub, UML, JUnit, Swing
- **HCI & UX:** Human-centered design, interaction design, wireframing & prototyping, usability testing (task-based, think-aloud), information architecture, accessibility & inclusive design, responsive & mobile-first UI
- **Languages:** Mandarin (Native), English (Advanced)