Huchong Jin

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Developer turned product designer with 3+ years of experience designing enterprise B2B products for government and regulated industries. Bridges design and development through technical fluency and systems thinking across compliance-heavy, data-intensive domains.

EXPERIENCE

NYC Public Schools
Contract, Mar 2024–Feb 2026
UX Designer

- Designed a unified interaction system across 8 compliance-critical student record workflows, consolidating 15 manual checks into a single dashboard view; deployed to 1,800+ schools serving 1.1M students
- Unified 3 service types for a high-volume student process into one end-to-end lifecycle model via 7 design iterations, reducing estimated staff training time ~60%
- Delivered a case management workflow from concept to stakeholder demo in under 1 month, reducing required documentation steps by ~70%
- Upgraded Figma component library to align with the production Angular UI framework by auditing generated CSS output, eliminating design-to-dev drift
- Drove 96% defect-free releases through close collaboration with engineers, business analysts, and stakeholders

BonCamel
Part-time, Mar 2024–Oct 2024
Product Designer

- Owned the design of an AI Chatbot for E-commerce, leveraging survey insights and usability tests to streamline flows and increase interaction rates by 35%
- Launched redesigned NOVI BOX Website (E-commerce) with a focus on responsiveness and interactivity, driving an 18% increase in conversion rates

Clearviction
Jul 2023–Mar 2024
Product Designer

- Launched an eligibility check legal tool on a cross-functional team of PMs, designers, researchers, and developers, increasing product usage by 36%; maintained component libraries and documentation to ensure consistency and accessibility

Salesforce
Aug 2022–Dec 2022
UX Design Extern

- Drove the redesign of an AI Prediction Tool (Desktop, SaaS B2B), achieving an 84% satisfaction rate by simplifying complex use cases into intuitive solutions
- Streamlined user flows by creating and refining wireframes within the Salesforce Lightning Design System (SLDS), demonstrating a 38% rise in task completion

Beamable
Jun 2022–Aug 2022
UX Design Intern

- Delivered a scalable theme design system for a Unity-based game development toolkit targeting indie developers, building 20+ reusable UI components in collaboration with engineers in an agile environment

EDUCATION

Indiana University Bloomington
M.S. in Human-Computer Interaction Design
Aug 2021–May 2023 · Bloomington, IN

Wuhan University
B.E. in Software Engineering
Sep 2016–May 2020 · Wuhan, China

SKILLS

Design
User Experience Design
User Interface Design
Design Systems
Information Architecture
Data Visualization
Accessibility
Design Thinking
Regulatory & Compliance Domains

Research
User Interviews
Competitive Analysis
User Journeys, Persona
Usability Testing
Stakeholder Alignment

Tools
Figma, Claude Code, Protopie, Axure
Adobe Creative Suite, Jira

Development
HTML/CSS, JavaScript
Java, C#, Unity

AWARDS

MUSE Creative Awards
Silver Winner · 2024

Creative Communication Award
Winner · 2024