

YIZHEN JIA

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SUMMARY

Design Thinking & UX Problem Solving • Logical Argumentation & Academic Research • Human-Centered Leadership & Program Execution • Team Leadership & Complex Project Management

EDUCATION

University of Illinois Urbana-Champaign (UIUC)

Bachelor of Science in Information Science

GPA: 3.68/4.0

Expected May 2028

Champaign, IL

EXPERIENCE

Xi'an Guanwei Information Technology Co., Ltd.

Product & UX Design Intern

Summer 2026

Xi'an, China

- Authored software copyright application packages and user operation manuals for the company's forestry monitoring platform, producing filing-ready design specifications and illustrated step-by-step guides.
- Conducted preliminary market and policy research across wildfire prevention, wildlife protection, and carbon sink monitoring, synthesizing findings into reports that informed early-stage project planning.
- Designed and built a personal website from scratch, owning the full process from page structure and visual design to front-end implementation.
- Applied AI-assisted development tools (OpenAI Codex) to accelerate web development and technical writing workflows.

ACTIVITIES & LEADERSHIP

UIUC Illinois Design Challenge — Core Team Member

Oct 2025

- Competed in the Tekweld-sponsored UIUC Illinois Design Challenge, themed on innovative promotional products.
- Led the project's UI/UX design, covering information architecture, visual interface design, and high-fidelity interactive prototyping in Figma.
- Team's design was awarded 1st Prize among numerous competing teams.

"Sunshine Mood" Mental Health Society — Founder & President

Apr 2023 – Jun 2024

- Founded the school's first student-led mental health organization, filling unmet campus support needs.
- Supported 7 students through periods of significant emotional distress.

Youth Public Welfare Leadership Camp — Project Volunteer & Planner

Jul 2023 – Aug 2023

- Led a student-initiated, impact-driven program focused on practical problem-solving and inclusion.
- Coordinated shared meals and classroom interactions between students and peers with autism, designing immersive activities that fostered natural, equal communication.
- Post-program feedback showed most participants gained significantly deeper understanding and empathy.

World Scholar's Cup & NSDA Debate — Team Captain

Sep 2021 – Jun 2022

- Led team research, argument construction, and rebuttal strategy for World Scholar's Cup topics and NSDA seasonal resolutions.
- Guided the team through NSDA city and online tournaments to a Top 10 finish at the National Finals.

SKILLS

Design: Figma — information architecture, high-fidelity interactive prototyping

Programming: Python (currently learning), HTML (currently learning) AI-assisted development with OpenAI Codex