

RACHAEL HUANG

Norwalk, CT · 203-556-6201 · rachael.huang.27@dartmouth.edu
[linkedin.com/in/rachaelhuang](https://www.linkedin.com/in/rachaelhuang) · Portfolio: rachaelhuang.framer.website

EDUCATION

Dartmouth College, Hanover, NH

September 2023 - June 2027

Bachelor of Arts, Major in Computer Science modified with Digital Arts

GPA 3.97 / 4.0

- **Achievements:** College Honor List: Rufus Choate Scholar (2024-25), Third Honors (2023-2024), Citations of Academic Excellence in UI/UX Design, Full-Stack Web Development, 3D Digital Modeling
- **Coursework:** UI/UX Design, Psychology of Design, Foundations of Digital Design, Full-Stack Web Development

WORK EXPERIENCE

SharkNinja, Needham, MA

June 2026 – August 2026

UX Design Intern

- Owned design for three key features for an upcoming mobile app, taking concepts from PRD through handoff across 6 design sprints in collaboration with product developers and engineers
- Led three rounds of user testing (in-person studies, n=17, n=12, and an 86-person survey) and synthesized data into actionable insights that directly shaped two major feature decisions
- Independently rebuilt color token architecture and design system variables across an entire product category, migrating 50+ components and screens into a whole app prototype presented to company leadership, including the CEO
- Built two interactive Claude design prototypes with data models for in-office usability testing, and worked with engineers on data metric visualizations from a third-party API
- Collaborated with two external design agencies, integrating design system and UX recommendations into production

DALI Lab (*Dartmouth's design and technology agency*), Hanover, NH

March 2024 – Present

Design Lead, Product Designer III

- Design and ship zero-to-one mobile and web products for external clients and enterprise partners, collaborating cross-functionally with engineering, product management, and design in fast-paced, 10-week agile development cycles
- Own end-to-end UX strategy, from user research, wireframes, and mockups to high-fidelity prototypes validated through usability testing, while building and maintaining design systems and component libraries
- Create detailed UX documentation and handoff assets to support efficient engineering handoff and implementation, delivering 4+ production-ready prototypes in Figma shipped and used by 5,000+ users
- Lead 30+ student designers across 12 project teams each term, facilitating biweekly design critiques, collaborative workshops, and implementing standardized design frameworks and templates to ensure best design practices

Feast, NYC

March 2025 – June 2025

Product Design Intern

- Led end-to-end UX and product design as the sole design intern at an early-stage startup, defining mobile-first onboarding, chef discovery, and booking features for a two-sided personal chef marketplace platform
- Developed 50+ wireframes into high-fidelity Figma prototypes, in addition to branding and visual design assets, collaborating cross-functionally with founders and engineers to implement responsive mobile and web UI
- Conducted rapid usability testing, using data-driven insights to optimize conversion, engagement, and user retention
- Contributed to early product growth, helping acquire 100+ customers and 50+ chefs during initial launch

PROJECTS

Evergreen AI

June 2025 – Present

Lead Designer, Design Mentor

- Lead cross-platform UX design for a \$16.5M AI mobile wellness platform, collaborating with 15+ designers, engineers, researchers, and stakeholders from the Center for Technology and Behavioral Health and Dartmouth's administration
- Own end-to-end interaction design and prototyping for an AI-powered conversational experience, defining onboarding flows, reusable UX components, and interaction models informed by 100+ student interviews and behavioral research
- Develop AI transparency and feedback frameworks to improve usability, accessibility, and user trust

LEADERSHIP & ADDITIONAL ACTIVITIES

Figma Campus Leader, Hanover, NH

August 2025 – Present

Dartmouth Representative

- Co-founded Dartmouth's first Figma Campus Leader program as a student ambassador, organizing Figma and Figma Make workshops, designathons, and campus events to build a collaborative design community
- Lead 4+ hands-on workshops and create original design exercises emphasizing hands-on learning and collaboration
- Partner directly with Figma's product and education teams to provide actionable feedback on unreleased features

SKILLS & INTERESTS

Design & Prototyping: Figma, Figma Make, Framer, Miro, Adobe Creative Suite (Photoshop, Illustrator, After Effects), Lottie

AI Tools & Technical: Claude Code with Figma MCP, Claude Design, Cursor, ChatGPT, Lovable, HTML, CSS, JavaScript

Activities & Organizations: Women in Computer Science, HackDartmouth, DartSlam Volleyball Club, Alpha Xi Delta sorority