

Yilin (Gevin) Zhu

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EDUCATION

Wilfrid Laurier University

Master of Science (MSc), User Experience (UX) Design
Core modules: UX Research, Interaction Design, Product Design

Sep 2025 – Jan 2027

cGPA 11.22/12 (3.93/4)

Brantford, ON, Canada

University of Toronto

Honours Bachelor of Arts (HBA), Architectural Studies
Also major in Visual Studies (Design), minor in Visual Studies (Art)

Sep 2020 – Jun 2025

Graduated with Distinction

Toronto, ON, Canada

ADDITIONAL COURSEWORK

Harvard University, Pre-admission pathway toward Master of Liberal Arts (ALM), Systems Engineering
CSCI S-188 Economics, Risk, and Decision Analysis in Systems Engineering

Summer 2026

Grade (A-)

EXPERIENCE

Tencent

May 2026 – Aug 2026

UX/UI Design Intern (Product Design & User Research)

Shenzhen, China

- Designed the UI and product experience for an AI health assistant for older adults: medication reminders, an AI diet and symptom Q&A that hands off to a doctor, and family health-data sync with permission controls
- Raised the task completion rate by 21% after usability tests with 27 participants surfaced 4 issues, all resolved in the redesign
- Partnered with cross-functional teams to define product flows and information hierarchy for three user groups (seniors, their adult children, and doctors), each with its own accessibility needs and permission boundaries
- Balanced user needs with business goals by showing commercial services only where they fit the moment, such as a refill prompt when medication runs low, without breaking component consistency or the core care flow

Microsoft

Jan 2026 – Mar 2026

Interaction Design Intern (UI/UX Design & Research)

Shanghai, China

- Benchmarked interaction design across core and casual gaming devices, comparing Xbox Series X with NEX Playground (PS5 and Nintendo Switch 2 as references) to find gaps in play context, setup effort, and social flexibility
- Recommended against competing on raw hardware power or a PC-hybrid position, and made the case that living-room context, casual play, and multi-device flexibility were the stronger value proposition for Xbox users
- Prototyped two Xbox proposals and gathered feedback on both from 30+ participants: a Living Room Fusion Mode for current consoles, and a context-aware Tri-State UI that switches between docked, portable, and local-social modes
- Synthesized research into product narratives and interaction trade-offs so stakeholders could weigh feasibility and UI consistency

SKILLS

Product Design & UX	UX Research, Customer Research, Usability Testing, Prototyping, Interaction Design, Information Architecture, Design Systems, Accessibility (WCAG 2.2), Typography, Color Theory, Layout
Tools	Figma, Adobe Creative Cloud (Illustrator, Photoshop), Keynote, PowerPoint, Tableau / Power BI, Rhino, AutoCAD, MATLAB, Claude Code, Codex, Lovable
Technical & Analytical	AI-Assisted Prototyping, Data Visualization, Front-End Basics (HTML, CSS)

CERTIFICATIONS

Google	AI Professional Certificate · UX Design Professional Certificate · IT Support Professional Certificate
Neo4j	Neo4j Certified Professional · Neo4j Graph Data Science Certificate
University of Toronto	Certificate in Sustainability of the Built Environment · Certificate in Global Studies of the Built Environment (U of T Global Scholar)
Government of Canada	Tri-Council Policy Statement: Ethical Conduct for Research Involving Humans