

# Amy Lin

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## Experience

### **Samsung Research America** — UX Designer II

March 2025 - Present, Mountain View

### **Niche** — Senior Product Designer, Core Experience

July 2023 - September 2024, Remote

Increased user generated content (UGC) by over 100%, building a content dashboard with clear calls to action and intuitive flows. Implemented search and sort to improve engagement with profile pages.

### **Niche** — Product Designer, Growth

October 2020 - June 2023, Remote

Reduced friction points and led user experience redesign to boost registration rates by 13%.

### **Stellic** — Founding Designer

December 2019 - May 2020, San Francisco

Built tools to help students plan their courses for on-time graduation. Partnered with the CEO to set product strategy. Handled all design work and established design processes.

### **NVIDIA** — Interaction Designer, Internship

September 2018 - December 2018, Santa Clara

Led user research and built page and components for GeForce Now, a cloud gaming product during its beta phase. Was the first design intern entrusted with a consumer-facing product.

### **BCG Platinion | MAYA Design** — UI/UX Designer, Internship

May 2018 - August 2018, Pittsburgh

Assisted in prototyping hardware and digital experiences for a strategic autonomous rideshare experience. Handed off designs to developers for a complex time-tracking tool.

## Education

### **Carnegie Mellon University**

August 2015 - May 2019

B.S. in Information Systems & Human Computer Interaction, Minor in Business Administration

University Honors; Dean's List, High Honors

## Skills

**Tools** — Figma, Adobe (Ai, Id, Ps, Lr), Principle, HTML/CSS, JavaScript, Python, Java, SQL

**Design** — End-to-end product design, user research, design systems, mobile design, copywriting, accessibility, systems thinking, problem mapping, prototyping