

# Michelle Lin

[linmichex@gmail.com](mailto:linmichex@gmail.com) | Ann Arbor, MI | 734-502-8827 | [www.linkedin.com/in/michelle--lin](http://www.linkedin.com/in/michelle--lin) | [michelle-lin.com](http://michelle-lin.com)

## EDUCATION

### University of Michigan School of Information

Ann Arbor, MI

Master of Science in Information; Human-Computer Interaction & User Experience Design

Dec 2025

- GPA: 4.00
- Relevant Coursework: Web Design, Automotive UX, Principles of UX Design, AR/VR Application Design, Graphic Design, Needs Assessment & Usability, Programming

### University of Michigan - College of Literature, Science, and the Arts

Ann Arbor, MI

Bachelor of Science - Neuroscience

Sept 2018 - May 2022

- GPA: 3.32 | Honors: Sigma Xi

## SKILLS

- **Competencies:** Design Systems, Wireframing, Prototyping, Motion Graphics, Graphic Design, Data Visualization, UX Design Methodologies, UI Design, 3D Modeling, Game UX Design, User Testing, Competitive Analysis, Affinity Analysis
- **Tools:** Adobe Creative Suite, Figma, Spark AR, Miro, Unity, Blender, GitHub, VSCode, Canva
- **Programming:** HTML/CSS, Python, JavaScript
- **Language:** English, Mandarin, Fuzhounese

## PROJECT EXPERIENCE

### General Motors (GM)

Ann Arbor, MI

UX Researcher & Designer | Industry Collaboration with GM

Jan 2025 - Present

- Partnering with General Motors to explore Ultra-Wideband technology to improve in-vehicle and near-vehicle experiences.
- Delivering a UX prototype and system design that enhances convenience, safety, and engagement, presenting at GM HQ.

### Alice Inc.

Ann Arbor, MI

UX Researcher & Designer | Remote Collaboration for Creative Teams

Sept 2024 - Dec 2024

- Led user research through interviews, surveys, and focus groups to understand key challenges.
- Synthesized findings into strategic recommendations, including structured team rituals and integrating tools to foster informal collaboration.
- Developed a full-stack implementation plan, outlining a pilot rollout, onboarding strategies, and success metrics, helping Alice enhance team cohesion in a remote setting.

### Good Boba, Great Boba!

Ann Arbor, MI

Game UX Designer & Developer | Interactive Web Game

Sept 2024 - Dec 2024

- Designed and developed an interactive bubble tea-making game using HTML, CSS, and JavaScript to create an engaging player experience. Built the game while ensuring responsive gameplay and smooth UX.
- Launched a fully playable web game with real-time feedback and an immersive UI.

## WORK EXPERIENCE

### Freelance UX Researcher & Designer

Chicago, IL

TaskTamer

June 2022 - May 2024

- Designed a task management app for individuals with ADHD, incorporating gamification elements that increased task completion rates by 32% and improved user engagement.

### COVIDConnect

- Developed a mobile app integrating real-time COVID-19 data, news, and resources, leading user testing and iterative prototyping in Figma to enhance usability and user satisfaction.

### MA:E Magazine

Ann Arbor, MI

Executive Creative Director

Sept 2019 - May 2022

- Directed the APIDA-focused publication and led Photo, Video, & Styling teams by coordinating projects from ideation to execution, to publication.
- Managed the Creative Branch of the publication by finalizing edits using Adobe Photoshop, InDesign, Premiere Pro, and Figma, promoting higher content quality standards to increase social media engagement by 79.1% and reach by 468%.

### International Leadership Foundation

Washington D.C

Research and Development Intern

May 2020 - Aug 2020

- Researched impacts of cultural and environmental factors on COVID-19 spread with a nationwide poll and aggregating international studies, finding strong relationships between health outcomes and race, sex, and socioeconomic status.
- Worked in a small team to synthesize research findings and presented results to the US Secretary of Transportation alongside other government officials, providing insight and advice on policy decisions.