



I just loveeee exploring, designing and iterating on different topics that will help users to easily navigate to their destination.

Tools

Figma
HTML
CSS
Javascript
Indesign
Illustrator
Photoshop
Key Shot







Languages

Dutch
English
Cantonese
Mandarin
Native
Proficient
Proficient
Intermediate

Expertise

Human Interaction Design
Artificial Intelligence
Design process

Achievements & Recognitions

- 2024 **CHI 2024 Surfing the world conference** Hawaii - Oahu, United States
"Treasurefinder" Unlocking Memories with AI: Exploring the Role of AI-Generated Cues in Personal Reminiscing
 DOI: [10.1145/3613905.3650979](https://doi.org/10.1145/3613905.3650979)
- 2024 **Philips museum** Eindhoven - The Netherlands
 Invited to exhibit "Treasurefinder" as part of the BrAlnpower Philips exhibition
- 2023 **CSCW2023 Conference** Minneapolis - Minnesota, United States
"Correct me if I am Wrong" Exploring how AI outputs affects user perception and trust.
 DOI: [10.1145/3584931.3606997](https://doi.org/10.1145/3584931.3606997)
 Awarded as Best Poster Honorable Mention Award CSCW 2023 (Computer-Supported Cooperative Work and Social Computing)
- 2023 **Dutch Design Week** Eindhoven - The Netherlands
 A 10-day exhibition show displaying Treasurefinder at the largest design event in Northern Europe.
- 2023 **4TU.Design United** Featured at the top 4 Technical University website of The Netherlands
 Treasurefinder - Unlocking your memories with AI

Experience

- April 2025 - present **UX designer** Odido- The Hague
Designing telecom web-mobile applications of Odido services.
- Dec 2024 - Mar 2025 **UX designer** Flowlined- Amsterdam
Designed 2 full on AI-powered web applications (includes flows of login, dashboard, file uploads, etc.). Created a new feature in existing application (ADO Pro.) Designed animation for landingpages and web-applications.
- Feb 2023 - Aug 2023 **AI Design Researcher - Treasurefinder** TU/e Eindhoven
Conducted an entire design and research process. This results in a physical device with fully functioning buttons and sensors with an integrated OpenAI Large Language Model to explore whether and how the device integrated with LLM can support people's reminiscing practices.
- Aug 2022 - Jan 2023 **AI Researcher - TrinkTracker web app** TU/e Eindhoven
Designed a fully self-coded mobile web interface with an integrated AI image recognition feature capable of detecting various beverages. This work explored whether providing opportunity for users to correct AI errors influences their perception and experiences.
- Jan 2020 - July 2020 **Textile backpack designer** Stationery Team - The Hague
Conducting entire design and research process to develop a versatile and affordable carry-on backpack tailored to comply with the requirements of a wide range of European airlines.
- Nov 2018 - Jan 2019 **Furniture Designer Assistant** Studio Schrofer - The Hague
Created detailed drawings of furniture components using 3Ds Max software, ensuring accuracy in dimensions and measurements. Additionally, produced high-quality 3D renderings using the same software.
- Aug 2015 - May 2016 **Floorplan coordinator & translator** Zien24- Shenzhen and Rotterdam
Coordinated with other departments to ensure efficient workflow across the organization. Established stronger relationships with Zien24 from The Netherlands and Shenzhen.

Education

- 2021 - 2023 MSc Product Design - Eindhoven University of Technology
- 2016 - 2020 BSc Industrial Product Design - The Hague University of Applied Sciences