

Erica Flora Yu

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Education

Carnegie Mellon University

Pittsburgh, PA

Master of Human-Computer Interaction (MHCI)

August 2026

GPA: 4.00/4.00

University of Florida

Gainesville, FL

Bachelor of Arts in Digital Arts and Sciences (BADAS)

May 2025

GPA: 3.85/4.00

Skills

Design & Research: Interaction Design, Service Design, Embodied & Spatial Experience Design, Omnichannel Design, Animation, Design Systems, Wireframing, High-Fidelity Prototyping, Affinity Mapping, A/B Testing, Contextual Inquiry, Heuristic Evaluation, Information Architecture, Usability Testing, Qualitative Coding

Development: HTML/CSS, JavaScript, Java, C++, C#

Tools: Figma, Adobe CC, Cursor, Claude Code, Unity Game Engine (2D, 3D, VR), Arduino

Experience

Amazon Music (MHCI Capstone)

Pittsburgh, PA

Product Designer

January 2026 - July 2026

- Worked directly with Amazon Music's Senior Product Design Manager, Principal Product Designer, and Senior UX Researcher as part of a cross-functional capstone team.
- Led design of an adaptive experience to reimagine how music creators connect with and grow their listener base across superfan and casual engagement patterns end to end.
- Synthesized **600+** notes across **22** end user and creator interviews and **100+** participatory sessions to surface insights across the Amazon Music ecosystem.

Redress

Remote

UX Design Intern

October 2024 - December 2024

- Contributed product design to sustainable fashion swapping across physical and digital ecommerce, refining a platform that has facilitated **10,000+** transactions.
- Redesigned the garment upload, checkout, and shipping screens to simplify a multi-step process and reduce drop-off at key conversion points.
- Conducted competitor analysis, UI audits, and fulfillment workflow assessments for a warehouse managing **1,000+** garments, translating findings into **10+** screen iterations presented to founders.

Augmented Info Systems

Remote

UI/UX Design Intern

May 2024 - June 2024

- Redesigned **mixed-reality** software to support the **neurodivergent community** in practicing conversational skills and workplace interactions.
- Conducted **user flow analysis**, performed **alpha testing**, and refined solutions based on feedback from meetings with the development team and app updates.
- Led the team in reimagining features such as gesture controls, voice commands, and UI designs based on **cognitive-behavioral therapy** principles.

Academic Publications

Serene Cheon, **Erica Yu**, and Hyo Kang. 2024. "Quite Asian and Spicy Latino? Designing to Address Racial Microaggression." *In Proceedings of Conference on Human Factors in Computing Systems (CHI 2024)*. ACM

Projects

UI for AI (CMU Independent Study)

Pittsburgh, PA

Human-AI Interaction Design

September 2025 - December 2025

- Designed Human-AI interaction patterns focused on iterative refinement and memory handling across sessions, collaborating with 12 designers and researchers alongside Dan Saffer.
- Explored and produced prototypes for multimodal and canvas-based interfaces that reshape generative AI as a spatial, visual medium beyond standard chat.

BeeQuest

Gainesville, FL

UI/UX Designer, Gameplay Programmer

September 2023 - December 2023

- Led design system and developed an educational virtual reality (VR) game in a team of **3** designers and developers, simulating the life of a worker bee to raise awareness about bees' role in the ecosystem.
- Featured on **WFT NPR News** and presented at the **Florida Museum**.
- Link: <https://ericayudesign.wixsite.com/beequest>

Fedaris – Design X Social

Remote

UI/UX Designer

July 2022 - August 2022

- Achieved a **top-5** rank out of **1,500+** competitors and **350** teams in an innovation competition.
- Designed a mobile app called Fedaris in a team of **3** designers, aimed at increasing **accessibility** for people with disabilities and low incomes to **food banks** amid escalating food crises and cost fluctuations.