# Jiani Huang

Ann Arbor, MI | hjiani@umich.edu | (385) 528-4176 | research.jianihuang.com

## EDUCATION

**M.S. in Information (UX Research & Design Track)** University of Michigan, Ann Arbor (May 2027, expected)
School of Information | GPA: 4.0/4.0 | Statistics coursework in progress

**Bachelor of Fine Arts, Painting & Drawing** University of Utah (2024)
Major GPA: 3.86/4.0

## RESEARCH INTERESTS

Human–AI interaction; AI-supported learning and cognition; personalized learning interfaces.

## RESEARCH EXPERIENCE

### Master's Thesis: LLM-Generated Analogies for Learning HCI Concepts — Aug 2026 - Present

*University of Michigan, School of Information*

- Designing an experiment comparing LLM-generated analogies tailored to adult learners' interests with analogies generated without personal information, examining learning of the Two Gulfs and External Cognition.
- Defined four counterbalanced study sequences to balance concept and presentation order; developed the experimental workflow and analogy-generation prompts.
- Specified matched structure and length requirements across analogy conditions while holding non-analogy lesson content constant, isolating the personalization manipulation.
- Developed an HTML/CSS experimental interface to deliver the study workflow; refining the interface before participant recruitment. Thesis research is in progress.

### UX Researcher | Abriendo Caminos — Jan 2026 - Present

*University of Michigan, FEAST Research Program*

- Conducted a heuristic evaluation of an existing STEM learning game to identify usability issues and inform redesign priorities.
- Created user flow diagrams to map navigation, task sequences, and progression across laboratory activities, guiding the redesigned interaction structure.
- Redesigned and implemented three interactive laboratory modules using JavaScript and Phaser, incorporating guided experimentation, immediate feedback, and progressive challenges.
- Implemented modular game logic and account-specific progress persistence, with automated tests covering experimental workflows, inventory transactions, puzzle validation, and reward allocation.

### UX Researcher | Interactive Physics Exhibit — Jan 2026 - Present

*University of Michigan, Multidisciplinary Design Program / Ann Arbor Hands-On Museum*

- Conducted 10+ hours of field observation across 15+ museum exhibits to investigate children's and families' attention, comprehension, and physical interaction.
- Interviewed 5+ parents and synthesized interview notes with field observations into design recommendations; three recommendations were adopted in the next design iteration.
- Collaborated with an eight-person UX and engineering team to compare interaction mechanisms and develop visitor flows and signage, balancing learnability, accessibility, safety, and physical feasibility.

## SELECTED RESEARCH & DESIGN PROJECTS

**Medisync — EHR Appointment Platform** Apr 2024 - Present

*Independent UX Research & Design Project*

· Independently conducted patient interviews and compared five healthcare products to investigate fragmented healthcare workflows; synthesized findings into personas, journey maps, and information architecture.

· Conducted 10 moderated usability tests across five healthcare tasks, combining completion, time, error, and satisfaction measures with qualitative follow-up questions.

· Revised navigation and button hierarchy based on observed task failures; appointment-scheduling task success increased from 7/10 to 9/10 participants in usability evaluation.

**Claimly — AI-Powered Medical Billing Analysis Platform** Oct - Nov 2025

*Product Lead & UX Researcher | University of Michigan +Tech Innovation Jam*

· Led a five-person team from problem definition through research, feature prioritization, interactive prototyping, and competition presentation for an AI-assisted medical billing concept.

· Conducted surveys and interviews with 15 patients and health insurance users; synthesized 5+ recurring pain points involving bill comprehension, insurance claims, appeals, and medical coding.

· Translated findings into four core workflows: bill scanning, billing-code explanations, bill-to-EOB comparison, and guided appeal support; presented the research and proposed AI functionality to four judges.

## OTHER PROFESSIONAL EXPERIENCE

**UX Research & Design Project Consultant (Internship)** Sep 2026 - Present

*University of Michigan, School of Information, Engaged Learning Office*

· Scope 20 client-based UX projects through client discovery and proposal refinement, translating stakeholder needs into feasible project briefs for faculty and student teams.

**Media Assistant II** Feb - Jun 2026

*University of Michigan, Region V Public Health Training Center*

· Produced 10 short-form promotional videos and supported two adult public health training courses through multimedia production, video editing, content review, and annotation.

## HONORS & AWARDS

Dean’s List, Top 10% — University of Utah 2021–2024

Grace Durkee Meldrum Scholarship in Art — University of Utah

## LEADERSHIP DEVELOPMENT

Inclusive Leaders in Information (ILI) Program — University of Michigan 2025–2026 cohort

## RESEARCH & TECHNICAL SKILLS

**Research:** Experimental design; semi-structured interviews; surveys; field observation; moderated usability testing; participant recruitment.

**Analysis:** Thematic analysis; qualitative coding; mixed-methods synthesis; usability metrics; Excel.

**Design & Implementation:** Figma; interactive prototyping; information architecture; HTML/CSS; JavaScript (project experience); AI-assisted coding with Claude and Codex.

**Study Tools:** Qualtrics; SurveyMonkey; Miro.