

Jessica Li

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EDUCATION

University of Michigan, Ann Arbor, B.S. in User Experience Design, Human-Centered AI Minor Expected Dec 2026

- GPA: 3.98 | Dean's List: All semesters | Riggs Hoenecke Design Scholarship Recipient
- VP of Design, Michigan Advertising & Marketing | Directed a 30+ member AI-assisted design workflow workshop
- Instructional Aide: Intro to UX Design | Led weekly lab sections for 20+ students on UX fundamentals & prototyping

PROFESSIONAL EXPERIENCE

Product Design Intern – SailPoint Austin, TX | Jun 2026 – Aug 2026

- Designed an end-to-end AI-powered source configuration experience, replacing a failed guided-chat prototype with human-in-the-loop interaction patterns that calibrate AI autonomy to admin approval based on action reversibility, reducing source setup time by 60%
- Drove discovery research through 15 stakeholder interviews, translating competing needs for AI automation and manual control into transparent AI recommendations, rankings, prioritization, and onboarding-status workflows
- Ran iterative A/B testing with 10 enterprise clients comparing the original chat experience against the redesigned AI workflow, synthesizing feedback to refine interaction patterns and ship the validated experience to beta
- Built a fully adopted Figma plugin using Figma's AI agent as a single source of truth for design-system changes, streamlining visual consistency and component updates across digital experiences

Product Design Intern – Copperhill Inc. Livonia, MI | Jun 2025 – Aug 2025

- Owned the redesign of an authentication experience serving 2,000+ daily users, translating analyst research and ideation workshops into high-fidelity digital experiences and visual prototypes while partnering with PM and QA through an Agile/Jira development cycle
- Spearheaded Design System 2.0, auditing 40+ screens and restructuring component architecture and design tokens to align Figma specifications with engineering variables, reducing handoff questions by 65% and documenting the system in Zeroheight
- Designed a reusable question bank and batch-scheduling queue within engineering constraints, simplifying a complex analyst workflow and reducing out-of-platform batch email activity by 95%
- Iterated a dense supplier Q&A workflow across 3 versions, surfacing live question counts and expandable details so analysts could review information and take action without leaving the platform

User Experience & Graphics Design Intern – Siemens Energy Hybrid | Jun 2024 – Aug 2024

- Conducted generative research and competitive analysis, synthesizing personas and journey maps into user-centered experience strategies that improved user efficiency by 50% across an omnichannel web platform
- Restructured information architecture for international stakeholders, applying progressive disclosure & accessible content hierarchy to reduce click depth by 60% while aligning navigation with business goals
- Presented research findings and UX recommendations to 30+ senior stakeholders and executives, translating qualitative insights into a prioritized product direction and actionable UX improvements

KEY PROJECT

Product Designer – U-M Library: Seed Library (Team of 4) Ann Arbor, MI | Sep 2025 – Apr 2026

- Drove an end-to-end human-centered design process from generative research and heuristic evaluation through responsive, high-fidelity prototyping, growing Seed Library traffic by 80%
- Synthesized 50+ hours of ethnographic research from 20+ users through a human-validated GenAI workflow, using AI to cluster behavioral themes and trace insights to source transcripts to preserve contradictory user perspectives.
- Redesigned the checkout journey by eliminating 2 failure points and reducing the flow from 6 steps to 4; validated 3 rounds of high-fidelity prototypes with 14 users, increasing task completion to 95%
- Improved seed-identification accuracy to 83% through iterative usability testing and won 1st place in UX Design at the 2026 UMSI Student Project Exposition, presenting the work to multiple company sponsors

SKILLS & TOOLS

Design: Human-Centered Design, Visual Design, Interaction Design, User Research, Personas, Prototyping, Wireframing, Usability/AB Testing, Visual Storytelling, WCAG Accessibility, Design Systems, Product Management, Responsive Design

Software: Figma, Figma AI, Miro, Zeroheight, ProtoPie, Adobe Creative Suite, Qualtrics, Jira

Tech & AI: Claude Code, Cursor, Codex, Lovable, HeyMarvin, React, ChatGPT, Python, HTML/CSS, Vercel