

Aidan Chiang

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EDUCATION

University of California, Davis

Bachelor of Science, Computer Science, Cognitive Science

- GPA: 3.7

Sep 2022 - May 2026

EXPERIENCE

Google (Codelab Contract)

UX Researcher

- Led UX research initiatives to derive actionable insights for product designers at Google.
- Conducted comprehensive survey analysis involving 180+ students and user interviews with both students and experienced hires.
- Focused on understanding mental models of user needs and priorities to enhance the company website to increase engagement and job applications.
- Ongoing client project through Codelab; currently working as a researcher but will move to fill roles such as mobile UX design and picking up dev tickets.

Jan 2026 - Present

Remote

Centene Corporation

UX Research Intern

- Redesigned the Ambetter Knowledge Center a database of 30+ member-facing knowledge articles by identifying navigation friction points through usability tests, tree tests, and surveys; reducing median task completion time by 11% and increasing user satisfaction by 10 points.
- Synthesized qualitative and quantitative insights into prioritized recommendations, then partnered with content designers, UX designers, and PMs to iterate prototypes, validate design hypotheses, and resolve 8 high-impact accessibility and usability issues while ensuring compliance with member needs and standards.
- Proactively launched 3 additional user studies beyond roadmap scope, to inform restructuring to information architecture and language clarity-established the first research foundation for this product area to guide future iterations.

Jun 2025 - Sep 2025

Castro Valley, CA

Davis Design Interactive

Vice President of Education

- Advanced from member to board leadership, guiding educational strategy and program execution for a design organization with 120+ quarterly fellowship applicants, and 5 mentor-led teams of 25+ dedicated cohort associates.
- Directed Fellowship and Cohort programming with structured timelines, layered curriculum, and differentiated tracks improving project and educational quality.
- Strengthened industry mentor and PM engagement through refined role definitions, regular check-ins, and ongoing support.

Mar 2025 - Mar 2026

Davis, CA

CodeLab Product Cohort

Product Designer

- Designed high-fidelity wireframes informed by research insights and usability principles; prototyped in Figma for developer-ready handoff, coordinating via Notion to address technical constraints while preserving UX goals.
- Partnered with the project manager and with executive mentors as stakeholders, incorporating strategic feedback that led to 2 major feature pivots and improved alignment with target user needs.

Oct 2024 - Present

Davis, CA

PROJECTS

Skinfo

- Led research to uncover skincare information gaps via 50+ survey responses and 8 interviews, directly informing app features.
- Built personas and journey maps to guide design strategy; improved feature clarity and flow in prototypes.
- Conducted usability testing on mid- and high-fidelity prototypes, reducing user confusion in key tasks.

DiveQuest

- Directed mixed-methods research (survey, interviews, competitive analysis, literature review) to guide concept design for a recreational bucket list app.
- Ran usability studies with 5 participants, improving task completion times by 15% between iterations.
- Delivered a polished prototype in 6 weeks, presented to a judging panel, and validated design decisions through testing.

TECHNICAL SKILLS

- **Research Methods:** Usability Testing, User Interviews, Surveys, Tree Testing, Competitive Analysis, Design Thinking, Mixed-Methods Research
- **Tools:** Figma, Miro, UserZoom, PowerBI, Jira, Notion
- **Languages:** Python, C/C++, JavaScript, HTML/CSS, R
- **Collaboration:** Cross-Functional Communication, Agile Methodologies, Stakeholder Engagement