

Yaxuan Xiao

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Education

University of Pennsylvania

Philadelphia, PA

Master of Science in Education, Learning Sciences and Technologies

Expected Dec 2026

- Relevant coursework: Designing for Learning with AI, Core Methods in Educational Data Mining, User Experience and User Interface Design, Needfinding, Design of Learning Environments

University of Wisconsin–Madison

Madison, WI

Bachelor of Science in Data Science & Education Studies; GPA: 3.942/4.0

May 2025

- Dean's List, all semesters; coursework in Python, R, probability, data management, artificial intelligence, and educational psychology

Experience

Promega Corporation

Madison, WI

Instructional Designer Intern — AI Learning Product Prototype

May 2026 – Aug 2026

- Built an AI-assisted adaptive learning web app prototype from concept to a working end-to-end system, enabling module routing based on learner mastery across a four-module pilot course
- Translated user and instructional needs into product requirements, user flows, learner-profile logic, assessment pathways, and completion gates in collaboration with a three-person instructional-design team and a subject matter expert
- Implemented persistent learner profiles, pre-/post-test workflows, module recommendations, chat history, and downloadable learner records using Lovable, Supabase, and a deployed Claude proxy edge function
- Designed AI mentor guardrails by grounding responses in curated course content, excluding assessment answers and sensitive materials, and defining escalation rules for unsupported questions
- Supported an internal feasibility pilot that confirmed the complete adaptive flow worked end to end; documented next steps for target-learner testing and learning-outcome measurement

Epistemic Analytics Lab, Wisconsin Center for Education Research

Madison, WI

Junior Developer Intern

Mar 2023 – May 2025

- Analyzed 50,000+ rows of qualitative data using R and interpreted simulation results to support algorithm improvements
- Identified trends from simulation outputs and translated findings into recommendations for research-model and workflow improvements
- Created data visualizations and progress reports to communicate findings, project updates, and evidence-based recommendations to collaborators

Education Currigers

Madison, WI

Education Data Department Chair

Mar 2023 – Jan 2024

- Led biweekly department meetings and coordinated peer-advising initiatives for Chinese students navigating academic planning and applications
- Developed and presented guidance materials to help first-year students make informed course-selection decisions

Product Projects

Client Project for Bimbo — Product Discovery & User Research

- Framed a product opportunity for Bimbo to attract customers ages 18–35 through more convenient and personalized baked-goods purchasing experiences
- Conducted secondary research, developed participant-screening criteria, and designed mixed-method sessions using interviews, observations, and projection exercises
- Synthesized insights from nine participants using affinity mapping, 2x2 analysis, and Venn frameworks to identify opportunities around convenience, customization, and planned consumption
- Generated three product concepts and prioritized a weekly customizable pre-order and home-delivery model based on user pain points and business relevance
- Presented storyboards, a concept cover story, and the final recommendation to Bimbo stakeholders, receiving positive client and peer feedback

Smart Kitchen – Cook Preparation App Design

- Defined the product vision for a mobile app designed to reduce meal decision fatigue and improve cooking-preparation efficiency for busy home cooks
- Conducted discovery research with 22 survey respondents and three interviewees, translating behavioral insights into MVP requirements
- Refined the target audience from Chinese international students to busy home cooks and removed a RedNote/Xiaohongshu integration to prioritize feasible core flows

- Built and refined a Figma prototype using Stitch-generated UI concepts; tested it with 10 users and iterated based on usability feedback
- Created a final prototype and case study documenting research insights, product tradeoffs, design decisions, and future deployment plans

Aipa – Parent-Child AI Education Product

- Co-designed an AI-powered learning toy and companion app that helps children ages 5+ explore the world through question-based interaction
- Defined a dual-user experience combining Raspberry Pi-powered toy conversations with a parent-facing app for learning progress and chat history
- Modified Raspberry Pi AI logic to improve child-friendly responses and add safeguards for sensitive topics, biased information, and inaccurate explanations
- Recommended parent-facing safety alerts for sensitive conversations, strengthening responsible AI and parental involvement
- Scoped a two-week MVP around toy interaction and app-interface design, receiving positive professor feedback

Path@Penn Course Selection Website Redesign

- Redesigned the Path@Penn course-selection website through user research, wireframing, and low- and high-fidelity prototyping in Figma
- Conducted usability tests with three prospective users and translated findings into improvements to flow, clarity, and usability

JobSweet – International Student Career Support Product

- Initiated a product concept based on job-search pain points observed among international students navigating the U.S. market
- Refined the audience to Asian international students to address more specific cultural and career-navigation challenges
- Co-designed a support model combining five structured workshops with an online platform prototype
- Contributed to the platform prototype and project paper documenting user needs, design rationale, and implementation strategy

Multifunctional Cutting Board Design Project — The Wharton School

- Conducted user interviews and designed a drawer-style cutting board for small kitchens, integrating preparation, storage, and measuring functions
- Led tradeoff decisions across detachable and fixed structures, prioritizing usability, feasibility, and ease of cleaning
- Coordinated team execution to complete the prototype and presented its design rationale, functionality, and pricing considerations at a design fair

Skills

Product: User Research, Interviews, Surveys, Usability Testing, Product Discovery, Requirements Writing, User Flows, MVP Scoping, Prioritization, Prototyping, Stakeholder Presentation

AI & Technical: AI Guardrails, AI Workflow Design, Claude, Lovable, Supabase, Python, R, SQL

Design & Collaboration: Figma, LaTeX, Microsoft Office, Cross-Functional Collaboration, Project Documentation

Languages: Mandarin (Native), English (Fluent)