

Felicia Yan

feliciay@stanford.edu

LinkedIn: in/feliciay/ ▪ Portfolio: feliciayan.com

EDUCATION

Stanford University
2023 - present

BS/MS Computer Science (Human-Computer Interaction)
Minor in Environmental Systems Engineering

SKILLS

Figma, React, C/C++, C#,
JavaScript, TypeScript,
HTML/CSS, Python, Unity,
Next.js, Git, Blender

Product Design, User Research, Prototyping, Front-End Development,
Full-Stack Engineering, Interaction Design, Visual Design, AR/VR, Mobile &
Game Development

EXPERIENCE

Product Design Intern
Atlassian
San Francisco, CA
Jun - Sep 2026

Worked on Rovo Chat, Atlassian's flagship AI product serving 5M+ users. Designed shipped features for artifact creation. Collaborated with PM, engineering, and design to align on feature scope, iterate on design concepts with Figma, Replit, and Cursor, and support through implementation.

UX Design Intern
IBM
San Jose, CA
Jun - Sep 2025

Designed AI assistants shipped for core engineering and data products on the AI Assistants design team. Worked cross-functionally with engineering, PM, and UXR to iterate on Figma prototypes and contributed UX patterns to the Carbon design system for conversational chats.

Design Technologist Intern
Stanford Medicine EdTech
Stanford, CA
Feb - Dec 2024

Served as sole software engineer to prototype and build an interactive gamified medical education course for Stanford Medicine's LGBTQ Health program. Collaborated closely with a team of designers, writers, and physicians to bring design mockups to life.

Research Intern
Stanford HCI Group
Stanford, CA
Jun - Aug 2024

Led design for AI-powered mobile app for immersive, personalized ecology education, including wireframes and interactive prototypes with Figma. Built frontend and client-server architecture with Unity (C#), Niantic Lightship for augmented reality, and OpenAI API backend in a 6-person research team and ran research studies with 40+ students.

Indie Game Developer
Self-Employed
Cary, NC
June 2020 - present

Designed and built 5 original indie games end-to-end using Procreate, Figma, and Unity/C#. Awarded by Unity, XPRIZE, and NRDC for social impact and educational games.

PROJECTS

Superbloom *Mobile app*
Dec 2024

Led UI/UX design process and created design system, UX flows, and high-fidelity prototypes in Figma for mental health mobile app in 4-student team. Built final MVP with React Native, Javascript, and Supabase for database management. Won most novel product and best visual design at final project expo.

Duck Duty *Web game*
Sep 2023

Designed and developed educational civics game using Unity/C# with original game art and UI/UX designed in Figma, receiving a \$20k grant award from the Library of Congress.

HONORS

**Generation Google Scholar
Boothe Prize Winner**

Google for academic excellence and passion for technology
Stanford University for excellence in argumentative writing