

Kyle Zhengyang Hao

Product & UI/UX Designer

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kylehao.com

Education

PARSONS THE NEW SCHOOL

BFA Communication Design
May 2022 – May 2026

Skills

TECHNICAL

Adobe Suite (InDesign, Illustrator, Photoshop)
Figma
Framer
Generative AI (Claude, Claude Design, Runway, Midjourney)
HTML/CSS

DESIGN

Interface Design
Interaction Design
Wireframing Prototyping
User Flow Design
System Design
Information Architecture

STRATEGY

User Research
Competitive Analysis
Product Strategy

Experience

NETA AI

03-05/2026
REMOTE

UX/PRODUCT DESIGN INTERN

- Redesigned Neta AI's SKU Compliance page, reframing the system around how compliance decisions are actually made — not how data is stored — resolving a core usability gap. Core redesign shipped; remaining features in development with engineering.

- Developed a hover-based interaction pattern to surface compliance status inline; produced Figma wireframes and full case-study documentation across multiple critique rounds.

DESIGNPRENEURS HACKATHON

2/27-2/28, 2026

UX/PRODUCT DESIGNER

- Conceptualized LifeBand, an AI-powered wearable that detects burnout through biometric data and intervenes via vagus nerve stimulation, with a "Fade Protocol" that reduces interventions as users self-regulate.

- Collaborated with University of Arizona STEM founders on product strategy; created Figma prototypes, UX flows, pitch deck, and AI-rendered video prototype. Pitched to judges from IDEO, Microsoft, and BCG.

TOP VOICE

02/2025-08/2025
REMOTE

WEB DESIGN INTERN

Designed and built the brand identity and marketing website for an early-stage startup, owning UI/UX strategy, information architecture, and front-end implementation. Built for the company's investor pitch.