

HUAHUA TIAN

UX/UI DESIGNER |
3 YEARS EXPERIENCE |
BASED IN GOTHENBURG | [PORTFOLIO](#)

EXPERIENCE

UX/UI Designer

VOLVO GROUP | WORK PLACEMENT | SEP 2026 – PRESENT

- Improving the UX of Data Navigator, the Data Science Lab (DSL)'s group-wide **data visualization** tool for R&D engineers, using user interviews and contextual observation to close the gap between the tool engineers have to use and the one they want to use.
- Supporting engineering teams who build their own visualization tools on DSL infrastructure, helping non-UX specialists turn **complex test data** into usable interfaces.
- Acting as the daily design-engineering bridge in the Apps squad, translating observed pain points into **concrete interface improvements**.

UX/UI Designer

STENA RECYCLING | PLACEMENT → CONTRACT | JAN 2026 – AUG 2026

- Independently designed 54 **responsive UI** screens (5 page types) for the **Learning Hub B2B platform** in Figma, then planned and ran 6 moderated usability tests (think-aloud, SUS) achieving a SUS score of 92.05 ("best imaginable"). Platform shipped on schedule and grew +65% MoM revenue within three months.
- Applied in-cycle **iterative validation**, renamed a key nav label mid-test and verified the fix in the final sessions: closing the find→fix→verify loop within a single round, and designed the homepage promotion banner that drove post-launch adoption.
- For the CSRD analytics tool, co-ran 4 cross-industry customer interviews synthesized into 8 priority-ranked needs, then designed the core dashboard UI and served as the daily **design-developer bridge**, directly serving enterprise EU **CSRD compliance** needs.
- Facilitated a 5-designer workshop and re-organized 66 components into a scalable 5-layer **design system** (dual-view overview, Figma–Storybook alignment audit, 3-axis tagging), proactively proposing 3 **design standards** beyond the original scope.



BRIEF

UX/UI Designer with 3 years turning **complex systems** into experiences people can actually navigate, across **automotive HMI**, **data-heavy B2B platforms** and **data visualization tools**. Currently improving data tooling for R&D engineers at Volvo Group's Data Science Lab. I ground decisions in **user research** and **usability testing**, build **design systems** and **guidelines** adopted organization-wide, and bridge design into engineering across **cross-cultural China–Europe teams**.

SKILLS

RESEARCH & VALIDATION

User Interviews • Contextual Inquiry • Usability Testing (think-aloud, SUS) • Workshop Facilitation • Competitive Benchmarking • Data-Driven Design

DESIGN

Interaction Design • Data Visualization & Dashboards • Design Systems & Guidelines • Information Architecture • Responsive & Multi-Platform UI • Automotive HMI (HUD, DIM, CSD) • Localization • Accessibility

TOOLS

Figma (Expert) • Storybook • Mixpanel • Miro / FigJam • Adobe Creative Suite • Blender & Unity • AI Tools (Claude, ChatGPT, Midjourney)

COLLABORATION

Design–Engineering Handoff • Cross-Cultural Teams (China–Europe) • Stakeholder Management • Agile

UX/UI Designer

AFRY (CLIENT: ZEEKR TECH) | FULL-TIME | MAY 2023 – APR 2025

- Drove **EU-market HMI localization** design across 3 vehicle models (Zeekr 001, X, CX1E) and 3 **platform** versions (HMI 1.5 / 2.5 / 3.0) in Figma, delivering UX/UI improvements across 15+ functional areas (launcher, navigation, climate, charging, DIM & HUD) and filing 2 patents for **accessibility** and 3D-launcher **innovations**.
- Drove 3 organization-wide **design guidelines**: Driver Distraction, Notification, and Text Overflow, that became the standard reference for internal teams and suppliers, directly addressing **EU safety regulations** on in-vehicle readability and driver distraction.
- Conducted two-round **competitive benchmarking** of 7+ premium EVs (NIO, Xpeng, Aito, Volvo EX30) across China and Sweden, identifying UI-consistency and localization gaps that informed **design decisions** for the EU platform.
- Coordinated localization across 7 European languages, validating translations and UI adaptation with suppliers, bridging **cross-functional China–Sweden teams** across time zones and cultures.

UX Research & Design

VOLVO CE | THESIS STUDENT | JAN 2022 – JUN 2022

- Designed dual **data-visualization dashboards** for wheel-loader operator behavior: one for **internal decision-making** (UX engineers, product owners), one for **operator training**, applying a **Data-Driven Concept Design** framework; thesis graded Very Good with 75%+ positive expert evaluation.
- Conducted hands-on field research at a quarry site: test-drove wheel loaders and interviewed site managers and operators, to map short-cycle loading into a structured data model across 3 work phases.
- Translated complex operational data (state, physiology, interaction, environment) into 7 dashboard modules using varied **visualization** techniques (cycle thread trace, line, bar, pie charts) in Figma, supporting fuel-efficiency gains aligned with **UN 2030 sustainability goals**.

UX Designer

NORTHVOLT | SUMMER INTERN | JUN 2022 – AUG 2022

- Redesigned onboarding and the overview page for a battery non-conformity management hub (internal B2B tool), reducing user friction to improve first-use task completion.
- Introduced Mixpanel quantitative tracking for the internal product (Northcloud), establishing a data-driven design foundation and creating a team tutorial, building a system for continuous, iterative improvement rather than a one-off V1.

UX/UI Design Trainee

ABB | TRAINEE | JUN 2021 – AUG 2021

- Developed UI components for ABB design system using Figma, ensuring pixel-perfect consistency with Common UX guidelines across platforms.
- Created technical illustrations (isometric diagrams, icons, pictograms) for industrial products, visualizing complex processes for end users.

EDUCATION

MSc, Human-Computer Interaction and Design (Double degree)

KTH ROYAL INSTITUTE OF TECHNOLOGY & AALTO UNIVERSITY | 2020 – 2022

- GPA: 4.5/5.0
- Graduated with Honours
- EIT Digital Innovation & Entrepreneurship Minor Degree
- Thesis: "Data-Driven Operator Behavior Visualization" (Grade: Very Good)
- Specialized in User Research, Interaction Design, Information Visualization

BEng, Digital Media Technology

BEIJING LANGUAGE AND CULTURE UNIVERSITY | 2015 – 2019

SELECTED AWARDS & RECOGNITION

DESIGN EXCELLENCE

- IxDA 2023 Finalist – Interaction Design Awards (Project: Oasis)
- UX Design Awards 2023 Nominee – International Design Center Berlin
- Let's Talk About UX: Best Problem Framing Award – Gothenburg, 2024

INNOVATION & ENTREPRENEURSHIP

- Microsoft Imagine Cup 2021: World Finals Top 12 (Lifestyle Category)
- Microsoft Imagine Cup 2021: China Winner (400+ teams, Top 2)
- Solve the SDGs Hackathon 2021: Overall Winner – Junction/Aalto University
- DigiEduHack 2020: Finland Winner & World Top 12
- H@ck your COVID 2021: Best Students Social Life Solution

ACADEMIC

- Aalto Dean's Incentive Scholarship 2022 – Academic Excellence
- Nova Global Top Talent Network Member

LANGUAGES & LICENSES

- Chinese (Mandarin): Native
- English: Professional working proficiency
- Swedish: Intermediate (Berlitz Level 4)
- Driver's licenses: Sweden & China