

Andrew Bui | Product Design & UI/UX

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Education

Stanford University

Expected June 2028

B.S. in Design (AI + Digital User Experience), Minor in Computer Science

Relevant Coursework: Human-Centered Product Management, Intro to UI/UX, Visual Thinking, Intro to Psychology, Data Structures and Algorithms, Programming Methodology

Work Experience

Stanford Graduate School of Business: UI/UX Designer and Engineer

Stanford, CA | Jun 2026 - Present

- Redesigned a web-based sales simulation as the sole designer: 120+ screens, an AI assistant, and a design system, for an estimated 100+ Stanford GSB students in Winter 2027
- Ran 25+ rounds of usability testing with former students, course staff, and friends; incorporated hundreds of findings to revise the interface, game flow, and tutorial
- Build and ship features with another engineer using TypeScript and Claude Code, with a style guide that keeps AI-written screens consistent

Ameelio: Design Engineer Intern

Remote | Aug 2026 - Present

- Building a Figma design system with a type scale, color definitions, and 30+ reusable website components to support consistent design and future updates
- Redesigning the website and its navigation to help families find free calls to incarcerated loved ones

Freelance: YouTube Video Editor & Motion Designer

Remote | Feb 2021 - Present

- Edited videos that reached 50M+ views for top gaming streamers through a media agency, plus 3+ startup launch videos
 - Cut 30-second drop-off from 38% to 26% and raised average percentage viewed from 29% to 42%
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Selected Projects

Blip: Live-typing messaging app

Sep 2026 - Present

- Designed, built, and submitted to the App Store a SwiftUI messaging app where friends see messages appear as they type, to encourage spontaneous, less filtered conversations
- Interviewed 9 college students and tested 4 typing-visibility prototypes, designed in Figma and built with Claude Code; all 9 preferred character-by-character

Better: Social habit-betting app

Mar 2026 - Apr 2026

- Designed and built an app for real-money wagers between friends on personal goals, owning 20+ screens from onboarding to payout with payments, camera verification, photo proof, and group chat to enable trust
- In a 3-week pilot with 6 people, check-ins rose every week from a start of 1-2 a day per person

Lantern: Campus safety app

Jan 2026 - Mar 2026

- Built a campus safety app using Firestore listeners and geolocation to help students find nearby peers to walk home with
 - Raised location-sharing opt-in from 38% to 75% by redesigning the permissions screen, after testing with 8 students showed that they didn't understand who could see their location
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Skills

Design: Interaction Design, Visual Design, Brand Identity, Information Architecture, Design Systems, Graphic Design, Motion Graphics

Methods & Research: User Research, Usability Testing, Wireframing, Prototyping (Figma and Code), Accessibility (WCAG), Storyboarding, A/B Testing, Design Thinking, Storytelling

Tools: Figma, Framer, Webflow, ProtoPie, Lottie, Blender, Adobe Creative Suite (After Effects, Photoshop, Illustrator, InDesign, Premiere Pro), Claude Code, Codex, Cursor

Programming: Swift/SwiftUI, TypeScript, React, React Native, HTML/CSS, Python, Firebase/Firestore, PostgreSQL, Git