# margaret lu

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# education

**Carnegie Mellon University** Pittsburgh, Pennsylvania 08.2023 – 08.2024

**Georgia Institute of Technology** Atlanta, Georgia 08.2018 – 05.2023

## experience

**Rox** Product Designer (Contract) San Francisco, California 12.2024

NASA (CMU Sponsor) Product Designer Mountain View, California 01.2024 – 08.2024

#### NCR

UI/UX Designer (Part-time) UI/UX Design Intern Atlanta, Georgia 05.2022 – 01.2023

**Oxygen (Startup)** UI/UX Design Intern Atlanta, Georgia 08.2021 – 12.2021

#### **Design Bloc**

Product Designer (Part-time) Atlanta, Georgia 08.2019 – 05.2023

# accolades

Dezeen IDSA IDEA Contest GT UROP IDSA Student Merit Award Launchpad Spring 2022 Launchpad Spring 2019 University Innovation Fellows Intuit Scholarship Program

Figma, Adobe CC, Webflow Fusion 360, Blender, Keyshot HTML, CSS, JS, Python, Java Pandas, Altair, Streamlit Master of Human-Computer Interaction School of Computer Science

Bachelors of Science in Industrial Design Dean's List, Highest Honors IDSA Member, CSA Designer

Delivered 2 enterprise features, Al-driven Email Management and Salesforce Integration, **doubling outreach efficiency** and **expanding customer reach** for account managers and executives

Designed and developed from 0 to 1 the creation of 2 tasks and a guideline manual for NASA researchers, **accelerating their research process by 25%** for future task creation and Mars missions.

Aggregated internal and external persona data through monthly user interviews, helping **50+ people** internally by improving the design hand-off workflow. Enhanced subscription and billing user flow for **100,000+ customers**, increasing productivity by over **50%**.

Spearheaded the **creation of a brand new design system**, information architecture, and fully revamped the user experience for document sharing among enterprises and third party vendors.

Rebranded the Hunter Hills neighborhood community, preserving its heritage and increasing voice. Led **20+ training workshops on design thinking**, increasing problem-solving skills for user-centric projects.

Published Article, 08.2023 Final Round, 05.2023 Outstanding Undergraduate Research, 04.2023 School Finalist, 03.2023 Faculty Merit Award, Best Project, 05.2022 Faculty Merit Award, Best Project, 05.2019 Lifelong Fellow, 01.2019 Scholarship Recipient, 01.2019

Design Research, User Interviews, Affinity Diagrams, Interactive Design, Visual Design, Design Systems, Usability Testing, Rapid Iteration, Low to High Fidelity Prototyping, Heuristic Evaluation, Data Visualization

# skills