

JINGZHI HU

UI/UX & Visual Designer

mayhu733@gmail.com

1 (408) 360-7146

Los Angeles, CA · [Portfolio](#)

EDUCATION

University of California, Los Angeles (UCLA)

B.A in Design | Media Arts

Minor in Film, Television & Digital Media

Expected June 2026

GPA: 3.95 / 4.00

SKILL

Web/UI/UX Design

Figma

HTML/CSS

Javascript

Graphic Design

Adobe Illustrator

Adobe Indesign

Adobe Photoshop

Adobe Lightroom

Procreate

Game Design

Maya

Blender

Unity

Motion/Cinematic

Adobe Premiere Pro

Adobe After Effects

Canon Camera

Blackmagic ATEM

Languages

English (fluent)

Mandarin (native)

REWARD

2026 | Phi Beta Kappa, Elected Member

2025 | Emma B. Keller Fine Arts Scholarship

2024 | Children from the Stars, Group Exhibition

5th edition of the Ecuador Poster Biennial

4.69% entry rate from 10,832 posters

2023 | Judith and Milton R. Stark Scholarship

2023 | DMA Undergraduate Exhibition Award

2022 | First Prize Scholarship

PROFESSIONAL EXPERIENCE

Hemut (YC X25) | UI/UX & Graphic Designer

Fresno, CA | Oct 2025 – Present

- Designed UI and developed front end prototypes for Hemut Command TMS and Hemut Copilot AI in Figma and Cursor.
- Conducted UX research and design iterations through collaboration with founding engineers and client feedback from Meiborg Brothers Inc.
- Contributed to a cross-product design system and developed a dedicated Copilot design system with 25+ AI output components.
- Redesigned the Hemut and Hemut Diesel websites across 10+ pages.
- Developed the 20-page brand book (v1), defining typography, color systems, logo usage, tone of voice, imagery, and other visual guidelines.
- Produced weekly LinkedIn content and other marketing graphics.

My Oxytocin Startup | Web Designer

Los Angeles, CA | Apr 2025 – November 2025

- Designed UI and developed e-commerce website prototypes in Figma across 5+ pages, defining end-to-end user flows and designing all interface screens including product listing, product detail, about, personalization, cart, and checkout.
- Defined a cross-platform design system, including typography, color palette, imagery, and UI components.

UCLA International Institute | Media Production Intern

Los Angeles, CA | Mar 2024 – Present

- Managed videography, photography, and live streaming for 30+ events, including academic, diplomatic, and cultural programs, interviews, and the annual commencement for 1,700+ attendees.
- Edited 80+ hours of video, photo, and audio post production content.

Music Video Collaboration | Freelance Art Director

Remote | Feb 2022 – Jan 2024

- Produced five 2D cartoon-style music videos for Bilibili artist Spylent's God Series, generating 31.2M+ views, four trending chart placements (#1 once), and growing the artist's fanbase by 40% to 1M followers.
- Directed Grand Influencer music video for former VP of iQIYI Che Che and Peterpe promo video for the 2023 comedy film *Johnny Keep Walking!*, achieving 3.37M+ combined Bilibili views.

Castix LLC | Game Art Intern

Remote | Jan 2024 – Sep 2024

- Created creature concept arts for the revamped version of *Medieval Lands*, a fantasy MMORPG.

PROJECTS

Creative Labs | Project Lead & UI/UX Designer

Los Angeles, CA | Oct 2025 – Mar 2026

- Co-led end-to-end design and product development for Nomie, an iOS screen time tracking and weekly reflection app, delivering 60+ screens and 4 core features over 7 weeks.
- Led end-to-end design for BruinBites, a community dining app for students, delivering 50+ screens and 5 core features over 7 weeks.

FAST at UCLA | Graphic Designer

Los Angeles, CA | Oct 2024 – Present

- Created marketing and branding assets, including social graphics, flyers, magazine spreads, custom stage graphics for the Spring 2025 & Spring 2026 runway show with 2,000+ attendees.