Lilith Yu

Design Engineer & Product Designer

Working across interaction design, creative tools, and AI.

Portfolio: lilithyu.com Email: lilithyu328@gmail.com LinkedIn: in/lilithyu

EDUCATION

Harvard University
Graduate School of Design

Master in Design Studies
Mediums Domain

SEP 2025 – MAY 2027

University of Chicago

B.S. in Mathematics
Minor in Architectural Studies

SEP 2021 – MAY 2025

SKILLS

Design & Engineering

Interaction Design
Visual & Product Design
Design Systems
Creative Tools
Rapid Prototyping
Frontend Development
AI / Agent Interfaces
User Research

Technologies

Figma · React · Next.js
JavaScript · HTML/CSS
Tailwind · Python · Swift
SQL · p5.js / Processing

PUBLICATION

AeroRigUI: Actuated TUIs for Spatial Interaction using Rigging Swarm Robots on Ceilings in Everyday Space

Lilith Yu, Chenfeng Gao, David Wu, and Ken Nakagaki

CHI 2023 · HAMBURG, GERMANY

WORK EXPERIENCE

Google / UX Design Intern

MAY – AUG 2026 MOUNTAIN VIEW, CA

- Designed a delightful **generative AI feature** for the Google Home app end-to-end, partnering with Research, PM, and Engineering from early concepts through production.
- Contributed to the design of **Ask Home**, the Google Home app's AI agent experience.
- Redesigned promotional surfaces and hierarchy to improve feature visibility.
- Built high-fidelity interactive prototypes for usability testing with UX Research, and a visual spec tool to streamline design-to-engineering handoff.

Herdora (now Wafer AI) / Design Engineer

JUL – SEP 2025 SAN FRANCISCO, CA

- Owned brand, web, and interaction design for an early-stage AI infrastructure startup, translating product positioning into a cohesive visual identity and digital experience.
- Established a scalable design system and built a responsive **React** website end-to-end, from visual direction and interaction design through frontend implementation.
- Launched for YC Demo Day, supporting investor readiness and a **$2M seed round**.

rabbit inc. / Prototyping Intern

MAY – AUG 2024 SANTA MONICA, CA

- Designed and prototyped **3 core interaction flows** for a child-centered AI hardware product, exploring new patterns for playful, safe human–AI interaction.
- Conducted **16+ interviews** with children and parents and translated research into interaction concepts, functional prototypes, and product requirements.
- Prototyped and specified hardware and software voice interactions with 3 engineers.

RESEARCH

MIT Media Lab — Tangible Media Group

Visiting Researcher

2026 – PRESENT CAMBRIDGE, MA

- Researching and prototyping **AI co-ideation tools** that explore new interaction paradigms for human–AI creativity and collaborative sensemaking.

UChicago Actuated Experience Lab

HCI Researcher

MAY 2022 – MAY 2024 CHICAGO, IL

- Led design and technical prototyping of novel spatial and embodied interfaces; first-author publication at **CHI 2023** on actuated tangible interaction.
- Prototyped **6+ interactive systems** and visualizations to test user behavior and emerging interaction models.
- Translated experimental findings into design frameworks and interaction principles.