Lilith Yu

Product Designer

Portfolio: lilithyu.design
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Lilith combines creative skills with deep empathy to craft simple yet delightful experiences. She has developed expertise across interaction design, interface design, user research, and prototyping.

WORK EXPERIENCE

rabbit inc. / Prototyping Intern

MAY - AUG 2024 SANTA MONICA, CA

- Led end-to-end design of kids' mode feature prototyping voice UI, safety protocols, and parental controls.
- Conducted user research with 16 participants (children & parents), identifying key interactions that increased prototype engagement by 45% through guided interaction design.
- Collaborated cross-functionally with product, design, and engineering teams to deliver 20+ PRDs within 10-week timeline.

Kino AI / Contract Web Designer

MAR - APR 2024 San Francisco, CA

- Redesigned website architecture and wireframes to showcase AI video-editing software's key features more effectively.
- Developed visual language inspired by vintage film equipment, positioning AI technology as approachable to filmmakers and content creators.
- Established comprehensive design system including color, typography, and iconography ensuring consistency across the site.

Actuated Experience Lab / Research Assistant

May 2022 - MAY 2024 CHICAGO, IL

- Led research and design of ceiling-mounted swarm robots, publishing findings in ACM CHI 2023 and designing modular interaction framework adaptable across multiple use cases.
- Developed full prototype with 6DoF, controlling 8 synchronized robots across 2m² workspace handling objects up to 940g, and designed intuitive UI featuring real-time 3D visualization and control panel.
- Created comprehensive interaction guidelines and user scenarios for 5 distinct use cases, including adaptive lighting and data physicalization.

PUBLICATIONS

Lilith Yu*, Chenfeng Gao*, David Wu, and Ken Nakagaki. 2023. AeroRigUI: Actuated TUIs for Spatial Interaction using Rigging Swarm Robots on Ceilings in Everyday Space. In Proceedings of the 2023 CHI Conference on Human Factors in Computing Systems (CHI '23), April 23–28, 2023, Hamburg, Germany. (* = contributed equally)

EDUCATION

University of Chicago

B.S. Mathematics
Minor in Architectural Studies
Stamps Fellow, Engineering Fellow

2021-2025

SKILLS

Product Design Process
User Research
Product Planning
Roadmap Planning

Design & Prototyping
User Flows
Wireframing
High-fidelity Prototyping
Design Systems

TOOLS

Software
Figma
Adobe CC (Ai, Ps, Ae, Id, Pr)
Framer
Fusion 360
Rhino 3D

Programming
Javascript
HTML/CSS
React

PROJECTS

Lemma / Product Designer
2025
designed and prototyped an iPad app in Figma for intuitive math learning