

HUILIN SHEN

UI/UX & VISUAL INTERACTION DESIGNER

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PROFILE

UI/UX and visual interaction designer creating clear, expressive interfaces for emerging technologies. At Huawei R&D, designed wearable experiences through visual systems, motion studies, storyboards and high-fidelity prototypes, translating complex AI behaviours into intuitive interactions. Strong in visual storytelling, interaction design, 3D concept development and cross-disciplinary prototyping.

EXPERIENCE

Junior HMI Designer (UI/UX & Visual Interaction) May 2025 – Jun 2026
Huawei Technologies R&D (UK) Ltd London

Generative Watch Face | [UI/UX Design](#) · [Visual Systems](#) · [Motion](#)

- Led end-to-end UI and interaction design for a circular AI watch interface, shaping visual hierarchy, interaction flows, motion principles and a reusable component system.
- Turned complex context, intent and system states into clear on-screen feedback and timely actions across multiple user journeys.
- Built high-fidelity prototypes used in internal reviews; the direction received backing from China HMI HQ and the European Research Institute, leading to additional funding and expanded scope.

Inner Voice | [Wearable UX](#) · [Multimodal Interaction](#) · [3D](#)

- Developed the interaction language and visual storytelling for an experimental silent-speech wearable using storyboards, interface concepts and 3D prototypes.
- Worked with research and engineering to balance user experience, hardware constraints and form-factor principles.

Future HMI Concepts | [Visual Storytelling](#) · [Motion](#) · [3D](#)

- Created high-fidelity UI prototypes, motion studies, storyboards and 3D models to make future interaction concepts tangible for global design and technology teams.

UI/UX Designer Intern Jan 2023 – Jun 2023
Illuminera, an IQVIA business Shanghai

- Created visual identities and design-system foundations for two internal data and research platforms, translating complex information into clear, reusable UI patterns.
- Contributed to packaging and launch design for Suntory Qingxiang Oolong Tea with Tmall Innovation Center; it became Suntory’s top-performing new product by GMV within six months.

UI Designer Intern Jan 2020 – Sep 2020
GoodMatter Design Studio Shanghai

- Designed product concepts and touchscreen UI for Fotile’s third-generation integrated cooker, translating contextual research into interaction flows, 3D form studies and visual prototypes.

EDUCATION

MDes Interaction Design, Merit 2024
University of Glasgow & Glasgow School of Art Glasgow
BSc Industrial Design 2023
University of Shanghai for Science and Technology Shanghai

SKILLS

Visual & UI: UI design, visual hierarchy, design systems, visual storytelling, interaction patterns, motion design, storyboarding
UX & Interaction: User flows, interaction design, information architecture, research synthesis, usability testing, high-fidelity prototyping
3D & Prototyping: 3D concept development, interactive prototyping, AI-assisted prototyping, HTML, CSS, JavaScript
Tools: Figma, Photoshop, Illustrator, After Effects, Rhino, KeyShot, Claude Code, Codex
Languages: Mandarin Chinese (native), English (fluent)