

01 EDUCATION

Harvard University

Aug 2024 – May 2027 (Expected)

Master of Architecture in Urban Design (MAUD) · High Pass grades in coursework

Fall 2026 (in progress): Machine Learning & Perceptual Computing (SCI 6492); Generative AI Software Development (CS 85);

Interaction Design (VIS 2489); AI & Geospatial Design (SCI 6514).

Rice University

Aug 2018 – May 2024

Bachelor of Architecture · GPA 4.0/4.0 · Ranked 1st in Major · Summa Cum Laude

Selected awards: Edward B. Arrants Award for Academic Achievement; Margaret Everson-Fossi Best Project Award (2024)

02 EXPERIENCE

ByteDance | AI Product Strategy Intern — Video Creation Agent

Beijing · Apr – Jul 2026

Worked on product strategy and evaluation for Seedance-powered video creation agents in Doubao AI and the Ark API, translating competitive insights and model performance gaps into product improvement priorities.

- **Market Research & Product Strategy:** Researched the video-generation market and benchmarked competing models and products to assess our agent's strengths and gaps, identifying priorities for feature improvements.
- **Evaluation Framework:** Developed a video-agent evaluation framework, defining quality criteria for outputs, including instruction following, character consistency, audio-visual quality, and narrative coherence. Designed test sets covering conflicting instructions, multi-turn revisions, and storytelling, supporting 50+ evaluation cycles and release decisions.
- **Failure Diagnostics & Product Optimization:** Analyzed execution traces to pinpoint model, prompting, planning, and post-processing failures. Presented findings and recommendations that informed targeted algorithm improvements. Designed an annotation taxonomy, scoring rubrics, and guidelines used by 50+ annotators.

51WORLD | AI Product Management Intern — Agent & Spatial Applications

Beijing · Oct 2025 – Feb 2026

Worked on AIC, an on-premises AI event-planning platform for venue operations and sales teams, combining an AI agent with interactive 3D tools for event planning and client walkthroughs.

- **Requirements & Interaction Design:** Translated user needs into 10+ core intents for an event-planning agent with 3D tools. Designed interactions for venue calendars, booking queries, and detail/overview screens for the Shenzhen International Exchange Center. Communicated design proposals to development teams through prototypes, documentation, and working sessions.
- **Agent Optimization:** Developed and refined training data for a locally deployed model, targeting incorrect tool selection and parameter errors. Combined manually written examples with screened, model-generated data, and evaluated tool-call correctness against a recurring test set. Helped increase the agent's combined intent-recognition and tool-call accuracy from 60% to 85%+ through dataset optimization.
- **Client Validation & Delivery:** Supported on-site validation and delivery at the China National Convention Center. Demonstrated the product to the client's sales team, wrote user manuals, and produced Chinese and English product demos.

CBT Architects | Generative AI Design Research Intern

Boston, MA · May – Aug 2025

- **Multimodal Product Research:** Evaluated 30+ generative AI products worldwide across text-to-image, video, and audio generation, assessing capabilities and fit for professional design workflows; authored a firm-wide AI adoption strategy report.
- **Creative Workflow Development:** Built Midjourney workflows translating text prompts into spatial design concepts and provided standardized guidance for 100+ employees to support generative AI adoption in design projects.

03 LEADERSHIP & ACTIVITIES

Harvard GSD Urban AI | Co-Chair

- Co-organize Harvard's annual Urban AI conference, coordinating outreach, design, and operations to explore AI in urban design and governance.

Harvard GSD AI Product Club | Founding Member

- Founding member of an interdisciplinary student community focused on human-centered AI product design and prototyping.

04 SKILLS

AI & Evaluation

- Model interaction and tool-use evaluation, execution-trace analysis and failure diagnosis, training-data iteration

Design & Data

- Figma, Midjourney, Adobe Creative Cloud, Rhino, Blender, Unreal Engine, Excel, SQL

Product & Prototyping

- Requirements analysis, PRDs, interaction design, AI-assisted software development

Languages

- Mandarin Chinese (native), English (native-level), Japanese (intermediate), French (basic)