

Diana Chalakova

Product Designer with 3+ years of experience translating complexity into clarity across digital products, design systems, and AI experiences.

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EXPERIENCE

Lead UX/UI Designer

Parsons School of Design

New York, NY

Jan 2026 – May 2026

Led end-to-end UX and UI design within an eight-person team for *Flux*, the publicly launched thesis website for the Design and Technology program

- Built and scaled a responsive design system across 170+ pages, enabling consistent presentation of nearly 100 thesis projects while streamlining developer handoff via Webflow's CMS and Figma MCP specifications
- Challenged an established navigation model by identifying conflicting user intents between designer discovery and project discovery, persuading stakeholders to adopt a restructured information architecture
- Directed UX execution across an 18-person cross-functional effort spanning design, branding, and development, aligning stakeholders and delivering on-time public launch for a two-day showcase with 200+ visitors

Lead Interaction Designer (via Parsons School of Design)

Museum of Science

Boston, MA (Remote)

Aug 2025 – Dec 2025

Designed an immersive physical tabletop learning experience to teach AI object recognition by simulating AI's decision-making process

- Led six rounds of iterations in Miro and Figma that redefined the project's interaction model and aligned team members and museum stakeholders around a more accurate representation of how AI systems classify information while following WCAG Accessibility Standards
- Deployed the experience on the museum floor (built in Unity for a Fast Table interface, visuals in Adobe Creative Suite) to conduct observational research and interviews with 20+ visitors, synthesizing findings into recommendations for future exhibit expansion
- Achieved 76% user interest, 72.7% reinforcement of AI concepts, and 26.7% new knowledge acquisition

UX/UI Design Intern

Sensors, Energy, and Automation Laboratory

Seattle, WA

June 2025 – Aug 2025

Redesigned internal laboratory dashboard UI using Figma serving 300+ engineers

- Improved workflow efficiency by 28% within an agile sprint cycle by transforming a multi-sheet spreadsheet into an intuitive single-interface system through rapid, iterative prototyping
- Achieved 73% faster task completion, 85% improved workflow efficiency, and 40% higher user satisfaction, validated through usability testing with lab engineers; final specs prepared for developer handoff using Figma MCP

Human-Computer Interaction Design Intern (Part-Time)

Cornell Tech

New York, NY

Oct 2024 – Jan 2026

Designed the interaction model and developed intervention logic for an AI chatbot critique system that identifies behavioral and cognitive cues during live design challenges, built using OpenAI's API

- Collaborated with PhD students in Dr. Wendy Ju's lab researching emotional and cognitive state interpretation in machines
- Analyzed user interactions via detailed video annotation of nonverbal signals and behavioral cues, building machine learning datasets

Founding UX Designer

Atlas

Seattle, WA

Jan 2023 – Aug 2024

Sole designer at a pre-seed EdTech startup building a campus navigation app connecting college students to resources across US universities

- Owned end-to-end product design in Figma, collaborating with founders on feature prioritization, information architecture, and roadmap decisions for a 15+ feature prototype informed by 130+ student surveys
- Presented prototype directly to angel investors during face-to-face pitches at the UW Dempsey Startup Competition, contributing to top third placement among 117 teams and supporting a \$56K seed funding ask

PROJECTS

The Metropolitan Museum of Art x Anthropic — Designed and built an AI museum companion that delivers on-the-spot historical context for an artifact without pulling a visitor's eyes away from the piece, prototyped in Figma and brought to life with Claude Code and Figma MCP for a live demo

Interactive Lava Lamp — An AI-powered interactive portfolio experience built with Google AI Studio, Gemini Flash, Nano Banana 2, and Firebase

EDUCATION

Parsons School of Design

Master of Fine Art (MFA) in Design and Technology

GPA: 3.93/4; Departmental Honors

New York, NY

May 2026

University of Washington

Bachelor of Arts (BA) in Psychology; Minor in Informatics

Seattle, WA

Aug 2023

SKILLS & CERTIFICATES

- **Design:** Figma, Figma Make, Adobe Creative Suite, Miro, Rapid Prototyping, Responsive Design, Information Architecture, Content Design
- **AI & Emerging Tools:** Copilot, Gemini, Lovable, v0, Nano Banana, Midjourney, Claude, Firefly, Veo, Firebase
- **Development:** Figma MCP, HTML/CSS, Javascript, R, Python, Claude Code
- **Research:** User Interviews, Usability Testing, Mixed-method Research, Thematic Analysis
- **Certificates:** Massachusetts Institute of Technology (MIT) Certificate in Human-Computer Interaction for User Experience Design (May 2025)