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Brisbane, Australia
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Interaction & Product Designer · Turning ideas into working AI prototypes

Computer science graduate finishing a master's in interaction design at the University of Queensland. I start from user needs, turn them into clear design rules, and build working prototypes to test them: phone apps, wristbands, and tools that act for users. AI coding tools write most of the code; I own the problem framing, rules, acceptance checks and iteration decisions. Each entry below separates my work from the team's.

WHAT I AM GOOD AT

Research that changes the design	Interviews and two rounds of team testing turned “dance with a stranger” into match, talk, then play. I ran a four-user end-to-end test myself and fixed the issues found On The Beat
When a tool is unsure	Resume Autofill leaves uncertain fields blank for user review and stops before final submission. In Lamplight Nook, risky steps open a card defaulting to “Not now” Resume Autofill, Lamplight Nook

SKILLS

Research	Interview guides · think-aloud and contextual testing · field observation · coding quotes into themes · evaluation plans
Interaction	User flows · information architecture · wireframes · states and edge cases · consent and privacy flows · problem framing and design rationale · bilingual content
Standards	Documented design rules · components and visual systems · `WCAG` AA contrast · full keyboard navigation
Prototyping	Figma / Miro · HTML / CSS / JavaScript · React / Next.js · Phaser · Arduino / ESP32 · Web Serial · haptic, light and sound feedback
AI	Designing fallback flows for system uncertainty · building with Codex and Claude Code, and verifying their output against real behaviour
Languages	Mandarin (native) · English (UK bachelor's and Australian master's, both taught in English)

EDUCATION

Master of Interaction Design 2025.02 – 2026.11
The University of Queensland · Brisbane, Australia

BSc Computer Science (Hons) 2020.09 – 2024.07
Swansea University · United Kingdom · Second Class Honours, Upper Division (2:1)

PROJECTS

On The Beat phones and wristbands that help strangers at a gig start talking 2026.08 – 2026.10

Research, interaction design and the working prototype (five-person `DEC03500` team) · `on-the-beat.fly.dev` · `github.com/LewisSwan24/on-the-beat`

- **Research:** the team ran two rounds of interviews with gig-goers (four to six per round), and I interviewed three. Fans wanted to talk to people around them but could not tell who was interested. The app lets users signal they are open to chatting and reveals first names only after both agree
- **Testing:** I joined both team tests, asking questions, operating the prototype and wristbands, and taking notes. In the studio test, dancing straight away felt abrupt, so the flow shifted to match, talk, then play. Outside a Zara Larsson concert, pairs of fans found it fun and a good icebreaker, though some missed that they could choose or skip an activity
- **My part:** I turned a teammate's Figma design into a working system: a phone app, firmware for two ESP32 wristbands and a cloud relay. Claude Code wrote and flashed the code; I defined the requirements, reviewed its output, and paired and tested the physical wristbands. I ran a four-user end-to-end test that found more than ten issues and fixed them the next day. After the trade show, I addressed 2 of the 6 feedback items we noted, including reducing steps before starting

MazeRunners contact-controlled co-operative maze 2026.03 – 2026.06

Interaction mechanics and control layer (team project) · built and publicly exhibited · `maze-runners.vercel.app`

- **Core mechanic:** each wristband colour is worn by two players, and the maze tilts in that direction only when both touch, so nobody can steer alone. An earlier button-and-joystick version was playtested first, where one quick player ended up controlling everything
- **At the exhibition:** 9 groups (36 players) played it live and about 3 groups finished
- **My part:** interaction mechanics, Arduino firmware (AI coding tools helped implement it; I debugged and signed it off), the circuit and all wiring, and the live scoring page. Teammates built the maze body and exterior

PROJECTS CONTINUED

Resume Autofill fills job applications from one resume, without it leaving the device 2026.11 – Now

The problem, the rules the tool follows, and testing on real applications (solo; Claude Code wrote the code) · Chrome extension and Android app · `github.com/LewisSwan24/resume-autofill`

- **Problem:** graduate applications mean retyping the same resume across Workday, Greenhouse, Beisen, Moka and similar portals. An autofill tool earns trust only if it never fills fields incorrectly, never submits for you and never sends your resume externally
- **Rules I set:** uncertain fields stay blank and outlined for review, while the fill report separately counts filled, needs-review and not-filled fields. On multi-page forms, it clicks Next and stops before final submission. The resume stays on-device: the extension makes no network calls, and Android encrypts it with a device-bound key
- **How far it is verified:** I have used it on my own applications. All fields on the repository's synthetic test forms fill correctly; real-site accuracy has not been measured, and no one else has used it yet

Lamplight Nook a pixel café that shows what a long AI task is doing 2026.10 – Now

The café metaphor, the decision cards, art direction and acceptance (solo; Claude Code wrote the code) · Windows desktop app · `lewisswan24.github.io/lamplight-nook-site`

- **Problem:** long-running AI tasks appear as a scrolling log, making it hard to tell who is working, how far along the plan is, or whether it is waiting for you
- **Design:** the main agent and its subagents appear as a café crew, with the plan shown on a blackboard. Questions open a dialog, while risky steps open a plain card defaulting to “Not now”. A small window keeps watch when the café is minimised. Bilingual Chinese and English throughout
- **How far it is verified:** released 0.1.0 on 22 October and 1.0.0 on 5 November 2026. I use it daily; no one else has, and it has had no user testing. Pixel art is from purchased packs

OTHER PROJECTS

UQ Connect social platform for international students 2025.08 – 2025.11

User research and front-end (five-person course team) · demo build on mock data · `uq-connect.vercel.app`

- **Hypotheses first:** 13 hypotheses, each with a numeric threshold, written before the corresponding test. After three rounds of interviews and testing, the team produced 14 learning cards, 2 matching no hypothesis: event fees keeping students out, and clubs going quiet after recruitment
- **Navigation redrawn:** in a think-aloud session I moderated, the participant could not find a way back. The team then went back to paper and redrew the app as five screens; in the third round, “no way back” did not recur (no quantitative comparison)
- **My part:** of the team's 71 research and testing records, I moderated 14 sessions with 9 participants, 4 of whom returned across rounds. In code, 32 of the team's 157 commits are mine

PriceWise	Solo, 2025–26 · receipt-based grocery price comparison. Calling each endpoint and checking the database found four classes of defect that a green build and passing tests had missed · `pricewise-lewisdong.vercel.app`
Grassland Iron Tide	Solo, 2026 · five-mission browser strategy game with one shared command grammar and recoverable failures. Not yet tested with outside players · `onon-wolf-iron-tide.vercel.app`
Walkie	Solo, 2026 · wrist-worn voice remote for Claude Code (M5StickS3), approving tool permissions directly on the wrist. The full flow works over USB · `github.com/LewisSwan24/walkie`

COURSEWORK

DEC07381 capstone	Clipyard, a shared workspace for small video teams with a web app and Discord bot. I contributed 17 merged pull requests covering sign-in and workspace membership, video uploads to Google Drive, asset versions and variations, archive and restore, and end-to-end tests. The team ran six usability sessions in October, and I moderated some of them. The team chose not to deploy it. Course grade: High Distinction (7/7).
DEC06500 Advanced HCI	TidyMint, a team evaluation study on the unseen half of housework (SDG 5.4): noticing what needs doing, remembering when, knowing what “done” means. 20 participants, task sessions, NASA-TLX and self-report items. I built the prototype, wrote the consent materials and moderated some of the sessions. For the individual A3 I analysed nine published household studies and framed the findings as hypotheses
Completed	Interaction Design Studio (produced MazeRunners) · Physical Computing (sensor tuning, haptic, light and sound feedback)