

Harvey Zheng

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PROFESSIONAL SUMMARY

UX designer and frontend engineer who works across the full product stack — from user research and interaction design to shipping production React. 3 years at AWS building ML/AI interfaces (SageMaker, Bedrock), with a track record of translating complex model capabilities into usable workflows.

WORK EXPERIENCE

Amazon Web Services **Jun. 2023 – Present**
Frontend Engineer, AWS Bedrock | *Aug. 2025 – Present* *New York, NY*

- Helped launch 19 models on Bedrock Console; shipped fixes across zero-click model access, model catalog, model playground, and batch inference
- Partnered with design to resolve 12 usability issues on Bedrock IDE; moved from IDE to Console team in 6 weeks
- Prototyped a Figma plugin for cross-design-system layout translation and a docs page for a portable chat component library to gather user research feedback

UX Designer, Sagemaker and Bedrock | *Jun. 2023 – Aug. 2025* *New York, NY*

- Reworked Canvas import experience to fix CSV read errors affecting 60% of file imports; extended data support to 1TB datasets and 10,000 columns
- Led design for Data Wrangler migration into Canvas and BigQuery connector integration; presented flows directly to customers
- Designed model selector for Bedrock IDE, conducting competitive research and guerrilla testing with 8 users to minimize clicks while supporting GA launch

UX Design Intern, Sagemaker | *May 2022 – Aug. 2022* *New York, NY*

- Partnered with a senior PM intern to write user stories and design an end-to-end no-code AutoML image classification experience — from data import and selection to model deployment; iterated on designs with feedback from solutions architects
- Worked cross-functionally with 4 engineering interns and a PM intern to build and present a proof-of-concept at an org offsite, including to the GM

Apollo.io **Jun. 2021 – Aug. 2021**
UX Intern *Remote*

- Conducted 10 interviews and analyzed usability from 60 hours of FullStory sessions, resulting in three accepted design changes out of the five proposed in Figma
- Presented a plan to overhaul the onboarding process and accessibility of the app based on industry standards and an analysis of the app, yielding over 35 suggested changes, a color palette revamp and a design system audit

EDUCATION

Carnegie Mellon University **Aug 2019 - May 2023**
B.S. Statistics and Machine Learning *Pittsburgh, PA*
Additional Major in Human-Computer Interaction **GPA: 3.76/4.0**

- Relevant coursework: Natural Language Processing, User Centered Research, Design of AI Products

SKILLS & INTERESTS

- **Skills:** Figma, interaction design, usability testing, iterative prototyping, React, Next.js, TypeScript, Vitest, Python, AWS, HTML/CSS
- **Interests:** Distance running, swimming, MMORPGs, baking