

Rebecca Yang

401-347-5530 | rebeccayang2006@gmail.com | yangrebecca.com

Education

Rhode Island School of Design (RISD) – Providence, RI, USA
Bachelor's in Art and Computation + NCSS Concentration (Expected 2028)
Brown University - Providence, RI, USA
Cross-Registration - Logic and Linear Algebra

Relevant Skills

Software: Vibe-coding, Figma, Adobe Creative Suite, HTML, Javascript, Blender, Rhino, Microsoft Office, Google workspace

Soft skills: Communication, Organization, Problem Solving, Creative thinking, Time Management, Efficiency

Work Experience

AI Product Designer **July - August 2026**

Hassaan & Associates

- Worked with Claude and Obsidian to create a new website for the firm
- Worked and improved agents to increase efficiency for the firm

Product Designer

May - August 2026

Abraseedabra

- Design bio degradable toys that germinate and teach steam learning in Rhino for a Start Up Company
- user -testing with kids from 5-10 years old by using surveys, conversations and demonstrations

Instructor

January - May 2026

Oogie Art

- Assisted professor with instructing students with foundational art skills
- Critique and give feedback on portfolio prep

Stop Making Sense Speaker Series Branding Assistant

January - May 2026

RISD

- Assisted professor with branding for a speaker series
- Designed presentation slide, advertising posters, instagram posts, email promotional designs

CTC Monitor

2025-2026

RISD

- Designed posters, stickers, etc. for Open studios, galleries, etc.
- Hosted the open studios, found solutions to improve the department and assisted the department head with matters related to the major

Journal of Philosophy, Politics and Economics Editor

2024-2025

Brown University

- Co-edited research papers, essays, etc. for the Journal of Philosophy

Awards & Nominations

NASA User Interface Design Nominee

May 2026

- Space system design team competing in NASA Design challenge by using Figma and vibe-coding to create interface
- Top 10 institution teams invited to one of NASA space centre for presentation