

Kyle Andaya

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SUMMARY

I am an emerging UX designer with hands-on experience conducting user research, leading stakeholder interviews, and designing intuitive digital products in Figma. I bridge the gap between user needs and visual design, with a foundation in graphic design and a minor in Interaction Design from San Jose State University. I am actively seeking a role where I can apply human-centered thinking to build products that genuinely help people.

EXPERIENCE

UX Design Apprentice

Jun 2025 - Aug 2025

BRIDGEGOOD | Oakland, CA

- Led user research sessions to uncover key pain points, which directly shaped the product roadmap and reduced design iteration cycles by keeping the team focused on validated problems.
- Conducted stakeholder interviews with business owners, nonprofit leaders, and end users to build a shared understanding of community needs before a single screen was designed.
- Designed and refined UI screens in Figma based on live usability testing feedback, resulting in a more intuitive user experience and emotionally resonant visual language.
- Collaborated with a team of apprentices to research and develop a conceptual digital product centered on social good, taking the concept from initial discovery through high-fidelity prototype.
- Created visual assets including posters, banners, and graphic elements used in BRIDGEGOOD's promotional and commercial materials.

AI Training Fellow

Jun 2026 - Present

Handshake AI | Remote

- Evaluate and rate AI-generated responses for quality, accuracy, and reasoning clarity, providing structured human feedback that directly improves large language model performance.
- Apply careful judgment across a range of prompt types and task formats, working independently in a remote, asynchronous environment to meet high quality standards set by a frontier AI lab partner.

Server

Mar 2026 - Present

Marafuku Ramen | Campbell, CA

Care Support Team Member

Jul 2021 - Aug 2021

Westwood Post Acute | San Jose, CA

SKILLS

Design	UX design, UI design, interaction design, visual design, wireframing, prototyping, design thinking, information architecture
Research	User research, usability testing, stakeholder interviews, pain point analysis, user journey mapping
Tools	Figma, Framer, Adobe Creative Suite (Photoshop, Illustrator, InDesign), Procreate
Languages	English (native)

EDUCATION

Bachelor of Arts in Graphic Design

Aug 2022 - May 2026

San Jose State University

Minor in Interaction Design

Aug 2022 - May 2026

San Jose State University

Relevant coursework: Interaction Design, Human Factors, Ergonomics for Design

AWARDS

Dean's Scholar

2023, 2024

San Jose State University