Mika Labadan

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Interaction designer with 2+ years of end-to-end, 0-to-1 experience across AI-powered enterprise workflows and startup products, from user flows through production-ready Figma prototypes. Background spans human-AI interaction research, enterprise design systems, and accessibility-focused product design.

PROFESSIONAL EXPERIENCE

UX Designer II at Oracle **Redwood Shores, CA**

AI and Benefits, Human Capital Management Team *July 2025– Present*

- Designed and shipped Manager Concierge, an agentic AI workflow, as 1 of 2 product designers - helping managers proactively identify and address risks across talent, compensation, employment, and workforce operations.
- Led end-to-end design for Benefits Administration Workspace, a unified agentic experience bringing insights, analytics, and corrective actions into one workspace, enabling administrators to resolve issues more efficiently.
- Contributed to Oracle's core AI design initiative, validating human-AI interaction patterns for multi-agent orchestration across complex enterprise workflows; stress-tested agentic design-system patterns for reuse across Core HR products.
- Identified and simplified ambiguous, complex agentic workflows across CoreHR products; partnered with cross-functional Engineering and Product Management partners to align AI design templates and strategy - with multiple flows shipped to production.
- Modernized legacy Benefits Administration experiences using Oracle's Redwood Design System, improving usability, consistency, and accessibility across workflows used by thousands of U.S. customer organizations.

UX Design Consultant for Google **Remote**

Master's Capstone Project for cloud.google.com *January – May 2025*

- Developed and tested a Gemini AI-enabled photo-to-haiku application to investigate human-AI interaction patterns among 'vibe-coders,' advancing understanding of how AI can democratize cloud computing access
- Conducted longitudinal diary studies and comparative user research with Cornell University participants (non-CS majors vs CS majors) to identify barriers and opportunities in AI-assisted cloud development
- Redesigned cloud.google.com's navigation architecture and user interface for the emerging 'vibe-coder' persona, wireframing a new homepage and prototyping exploration features that reduce technical barriers

UX Design Intern at Oracle **Redwood Shores, CA**

Workforce Compensation, Human Capital Management Team *May – August 2024*

- Designed a data-driven compensation decision tool to help managers make informed & equitable total compensation decisions for Oracle's SaaS Human Capital Management tool, delivered an interactive prototype through Figma using the Redwood Design system
- Prioritized a problem space from 300+ options through user research, including, reviewing past customer feedback and conducting participatory design workshops and user interviews
- Collaborated with leadership, designers, project managers, researchers, and development to align on project vision, delivering presentations at critical milestones to ensure clarity and strategic alignment throughout the internship

Product Design Intern at Growsari **Manila, Philippines**

GrowSari (Series C, 1M+ Google Play downloads) *June - August 2023*

- Contributed to end-to-end design process for mobile app, which aimed to transform simple FMCG outlets to comprehensive service hubs, from 10+ weekly user interviews, weekly stakeholder presentations, and high-fidelity prototypes
- Transformed the onboarding process into an interactive bingo card game. Improved user interaction with micro animations. Design resulted in a 1070% increase in click-through rates and is currently being adapted for other use cases

EDUCATION

Cornell University **Ithaca, NY**

College of Arts & Science

Masters in Professional Studies in Information Science *May 2025*

- 4.1 GPA, Relevant Coursework: Human Factors & Inclusive Design, Rapid Prototyping, Visual Data Analytics for the Web, Law of Internet, Integrated Ethics in Data Science, Interactive InfoVis, Art & Technology

Bachelor of Arts in Information Science *December 2024*

- 3.8 GPA, Relevant Coursework: App Design & Prototyping, Human Computer Interaction, Qualitative User Research Methods, Designing Fair Algorithms, Text Mining History & Literature, Design & Programming for Web

SKILLS

Design: [Proficient] Figma, Interaction Design, UX Design, User Research, Diary Studies, User Interviews, Prototyping with AI, Agentic/Generative AI, Storytelling, Visual Design, Framer, HTML/CSS | [Familiar] Python, R, Javascript, Aninix & LottieFiles, Vue.js, FigmaMake, Github, Motion Design, Web Content Accessibility Guidelines (WCAG)