

Jo Yan

PRODUCT DESIGNER · AI PRODUCT SURFACES · DESIGN SYSTEMS

jo.yan.design · linkedin.com/in/joyandesign · jyan335@gatech.edu · (404) 618-9817 · Atlanta, GA

Designs AI product surfaces and the systems underneath them. At GLKB, designed how a research agent shows its reasoning across an 8–15 minute run, writing requirements that changed backend behavior. At YOW.tv, joined as the first designer and now owns the token system resolving touch, cursor, and TV D-pad. Both products are live.

EXPERIENCE

GLKB · Jie Liu Lab, University of Michigan · *UX/UI Designer* · glkb.org

May – Aug 2026 · Remote

- Sole designer. Redesigned seven web and mobile-web surfaces and designed four more from scratch, rebuilding the 375–1920px design system. **In use by 50+ researchers** at Michigan and four other institutions.
- Designed **Investigate**, the 8–15 minute deep-research mode, one run narrowing 1,341 retrieved papers to the 17 cited. Read the agent's reasoning chain to set what it surfaces and at what pace, the report **computed evidence-first, delivered answer-first**.
- Aligned PM, frontend, and agent-side engineers, producing **requirements that changed backend behavior**. Proposed and drove the mid-run clarifying question, where the agent asks rather than guesses, and the completion email that shipped.
- Designed the evidence layer: what each reference shows and in what order, resolved from competing layouts on readability, and **Search Options**, the article-type and sort controls over it, into a side panel that holds the expansion the team has planned.

YOW.tv · *Product Design Intern* · yow.tv

May 2026 – Present · Remote

- Design across mobile and web for an indie-film streaming platform, with the TV surface specified ahead of build. **Onboarding, iOS authentication, and the Campus Premiere launch experience are live**, with Home rebuilt in staging.
- Joined a company with no product, UX, or UI professional and **built the design practice from nothing**: Figma architecture and the handoff standard. Sole designer on the dark-first design system, its tokens resolving touch, cursor, and TV D-pad.
- Made the case against a fully gated social engagement model, for a free registered tier that protects AVOD reach. Access model and IA recommendations were **adopted as roadmap direction and are now in build**.
- Built 11 email templates and preference pages with Claude Code, tested on six mail clients. **Four are live in HubSpot, sending**.

Volkswagen · *UX Design Intern*

June 2023 – Aug 2023 · Shanghai, China

- Identified the Digital Twin and Cockpit AI opportunities **integrated into VW's 5-year HMI roadmap**, from an analysis of 15+ competitors and surveys and interviews validating 11 engagement scenarios.

Earlier · Graduate Teaching Assistant, Georgia Tech (2025–present) · Product Design Intern, Avient Corporation (2024)

PROJECTS

BlackRock × GT MS-HCI · *Product Designer*

Aug 2026 – May 2027

Designing agentic UI for an AI-first internal analyst workspace. Each role needs the same underlying data shaped to its own work; tools flexible enough for that are too hard to learn, and simple ones produce sprawl nobody can maintain. **Designing the system with the BlackRock team without Figma**, in Paper, Claude Design, and Claude Code.

SwallowCare × GT MS-HCI · *Lead Product Designer*

Aug – Dec 2025

Removed the gamification layer that tested well from an LLM-powered dysphagia companion built with an MGH-affiliated speech-language pathologist: points measure engagement, not swallowing safety, so a validated EAT-10 score replaced it.

EDUCATION

Georgia Institute of Technology

Atlanta, GA

M.S. Human-Computer Interaction, GPA 4.0 · expected May 2027

B.S. Industrial Design, GPA 4.0 · 2025

SKILLS

AI & Build: Claude Code, Codex, OpenCode, Claude Design, Figma Make, Stitch; builds custom agentic workflows on a self-built layer over Nous Research's Hermes. Working knowledge of HTML, CSS, JS, Python; ships production HTML email and prototypes.

Systems: Design systems and tokens, multi-input interaction, responsive tokens, mobile through TV (375–1920px), information architecture, accessibility (WCAG 2.2). Figma (Dev Mode, Variables, Auto Layout), ProtoPie, Framer.

Research & Strategy: Usability testing, survey and interview design, product strategy, engineering feasibility review.