

Experience.

Senior Product Designer | Belva.ai

Feb. 2024 – Current | Bellevue, WA

LawGoat.AI

A product designed to enhance the lawyer-client matching mechanism and legal CRM platform. Collaborated with the CEO and a team of four engineers as the solo designer from February to June 2024 as the solo designer.

- Gathered feedback from users and stakeholders, including 3 legal consultants, to address pain points and refine solutions.
- Revamped the lawyer-client matching system and streamlined end-to-end service workflows. Delivered the beta product, optimized CRM communication, and cut paperwork by 75%.

Belva Developer

Led the development of a Low-Code Development Platform with 3 user tracks: consumers, software developers, and software architects. Managed a team of two product designers, collaborating with 1 PM and 5 engineers since June 2024.

- Conducted in-depth user research with three front-end engineers, two back-end engineers, and one architect to define the product strategy and align features with user needs.
- Delivered three AI-powered core features for architect users in the MVP, including: A fast UML prototyping tool that reduced user flow time by 50%; AI-based code auto-detection tools to streamline the development process.
- Conducted usability testing with 15 software engineers and delivered the beta version after 3 rounds of iterative improvements.

Lead of Product Design | Dasion

June. 2023 – Jan. 2024 | Remote

- Collaborated with the CEO to revamp the company's website and branding, catering to users, investors, and B2B clientele.
- Managed a team of 3 designers in developing the SaaS platform, liaising with business customers, and coordinating with engineers to ensure accurate design execution.
- Supervising the creation of prepared pitch decks and video content for fundraising and promotional efforts.

Product Designer | PRESTARE

Aug. 2022 – May. 2023 | Remote

Prestare – A Centralized Crypto Lending Market

- Assisted web developers with design brainstorming and implemented prototypes via coding. Employed Figma for UI designs, brand guidelines, and fundraising pitch decks.
- Produced 52 promotional pieces for Twitter and YouTube, resulting in a 30% increase in YouTube subscribers.

UX Designer | Tencent

Sept. 2020 – July. 2022 | Shanghai

- Worked closely with product managers and computer vision engineers, creating AR interactions for WeShi and QQ apps through flow diagrams, interface design, and motion graphics.
- Supervised a trio of intern designers to meet the studio's daily requirements, including 3D modeling, interaction design, motion graphics, and the development of the lab's website landing page.

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Education.

Brown University

Master of Art, Design Engineering

2022 – 2023 | GPA 4.0

Rhode Island School of Design

Master of Art, Design Engineering

2022 – 2023 | GPA 4.0

China Academy of Art

Bachelor of Architecture

2014 – 2019 | GPA 3.7

Skills.

Information architecture, Wireframing, Interface design, User research, Interaction design, Prototyping, User testing, UX writing, UX auditing, Design for AI, Agile methodology, System thinking, Design System, 3d graphic design, Motion graphics, Graphic illustration

Software.

Figma, Adobe XD, Blender, Rhino, InDesign, Photoshop, Illustrator, Premiere, After Effects, Framer, Webflow,

Programming.

HTML, CSS, Javascript, Arduino

Certificate.

Human-Computer Interaction (Georgia Tech, EdX) | 2021

Languages

Mandarin: native, English: fluent, French/ German: elementary