

Mingyuan Li (Lynette)

UX Designer

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Education

University of Michigan, Ann Arbor (M.S.)

Aug 2021 - Apr 2023

Human-Computer Interaction

University of Washington, Seattle (B.A.)

SEPT 2015 - AUG 2019

Sociology, Informatics

Work Experience

Google | UX Designer

JUNE 2023 - PRESENT | SAN JOSE, CA, UNITED STATES

- Lead UX design across Google Identity platforms, including Access Everywhere, 3P Identity, and age verification systems used globally.
- Design secure, scalable authentication and authorization flows that power both 1P and 3P products while protecting user trust.
- Collaborate with privacy, legal, and research teams to ensure designs meet evolving policy, compliance, and user experience standards.
- Advance inclusive, privacy-preserving experiences for sensitive user groups—especially minors—by aligning with international regulatory frameworks.
- Apply systems thinking to architect unified, high-impact identity and age assurance flows that strengthen Google's global trust infrastructure.

University of Michigan | Graduate Student Instructor

AUG 2022 - APR 2023 | ANN ARBOR, MI, UNITED STATES

- Hosted weekly discussion sections and office hours for course Needs Assessment and Usability Evaluation, and taught collaboratively with instructor.
- Enhanced students' learning experiences and provided the instructor with assistance to teach effectively.
- Maintained regular communication while providing instructional guidance and support for students.

Google | UX Design Intern

MAY 2022 - AUG 2022 | SUNNYVALE, CA, UNITED STATES

- Explored concepts to make Google Profiles more meaningful and relevant for Global Youth, bridging existing ecosystems with new, inspiring features.
- Defined target users and project scope; conducted literature reviews and created research reports and slide decks.
- Designed high-fidelity interfaces, storyboards, and user journeys aligned with Google guidelines, culminating in a final presentation to product leads.

TikTok | Product Designer

AUG 2020 - JULY 2021 | SHANGHAI, CHINA

- Designed mobile and web experiences for TikTok using Figma, including dark mode, multilingual support, motion specs, and developer-ready assets.
- Collaborated with PMs to build product roadmaps focused on user safety and accessibility, informed by UX research on sensitive user groups.
- Led design optimization efforts across Android and iOS; co-developed a UI Bug Inspection tool to streamline QA with global engineering teams.
- Partnered with data analysts to run A/B tests, track design performance, and deliver monthly insights for iterative improvements.