



Senior Product Designer specializing in AI-native systems, complex B2B workflows, and high-ownership 0→1 product areas. Turns ambiguous business and technical problems into clear interaction models, scalable workflows, and polished experiences across web and mobile.

EXPERIENCE

Product Designer | Google · NotebookLM/Google Labs | Nov 2025 – Present. Mountain View. CA

Designed AI-native discovery, personalization, connector, and long-running generation experiences for NotebookLM, helping transform notebooks from private workspaces into a discoverable public knowledge library while preserving trust, control, and context.

- Led 0→1 UX for notebook publishing and discovery across 3 core surfaces, defining how AI-generated notebooks move from private workspaces into public discovery surfaces and become easier to surface, evaluate, and reuse.
- Designed a scalable card and preview framework surfacing 6+ decision-critical signals (source, ownership, value, visibility, previews, actions) so users could judge a notebook before opening it.
- Defined memory and personalization controls that made system-generated memory legible and editable — letting users see what's remembered, how it shapes responses, and safely change or disable it.
- Designed connector and long-running generation workflows, clarifying authorization states, generation progress, recovery paths, and multi-chapter audio structures for more transparent and scalable AI output.

Senior Product Designer | Moka HR SaaS · Eva AI | Jun 2025 – Nov 2025. Remote (Contract)

Led 0→1 design and shipped the v1 experience for Eva AI, an agentic recruiting assistant created to support Moka's North America market entry. Defined the human-AI collaboration model for high-stakes hiring workflows, helped secure 3 enterprise pilot opportunities.

- Designed the end-to-end AI recruiter workflow across search intent capture, candidate discovery, search refinement, shortlist creation, evidence review, comparison, recruiter override, and handoff.
- Defined UX patterns for AI-assisted decision-making, including match rationale, confidence signals, source evidence, feedback loops, and human-in-the-loop controls.
- Partnered directly with engineering to ship a beta v1 AI talent search experience supporting 3 enterprise users, reducing prototype-to-feedback cycles from 2–4 weeks to under 1 week and enabling rapid iteration across product, engineering, and customer feedback.

Senior Product Designer | Sense HQ · Messaging | Jan 2022 – Aug 2023. San Francisco. CA

As the team's first dedicated designer, led the strategy and redesign of Sense Messaging 2.0 — transforming it into an intelligent communication hub across web, Chrome extension, and mobile; increased NPS by 31%, reduced task time by 18%, and enabled scale across 5+ verticals

- Envisioned the Messaging platform vision and drove cross-functional alignment through customer research, stakeholder interviews, workshops, and prototypes; aligned 12 senior leaders across Product, Engineering, Customer Success, and Sales.
- Led the end-to-end redesign of Messaging 2.0, increasing NPS by 31% within one month of launch, reducing task time by 18%, and supporting scale across 5+ verticals.
- Redesigned the information architecture and introduced the Action Panel interaction model, creating a scalable foundation for Live Chat, Scheduling, WhatsApp, AI chatbot, templates, and compliance workflows.
- Shipped high-impact features including Live Chat, WhatsApp integration, Scheduling, recruiter/admin templates, and broadcast suppression for compliance and deliverability.
- Built design practices from scratch, including design QA, component library, and design standards, expanding design's role from tactical execution to strategic product influence.

Product Designer | FlyHigh Group | Jan 2019 – Dec 2021. Santa Clara

Product Design for Clients' Projects: web and mobile products across recruiting system, e-commerce, and consumer mobile experiences.

- FlyHigh Talent: Designed a 0→1 recruiting platform from concept to launch, including job portal, ATS, and candidate pipeline management; piloted with 5 enterprise clients.
- In My Show: Restructured e-commerce information architecture and checkout flow, increasing conversion by 180%, reducing bounce rate by 26.2%, and reducing exit rate by 25.7%.
- Harmony: Led 0→1 design for a conflict resolution mobile app through user interviews, journey mapping, high-fidelity prototyping, and a full design system delivered in an 8-week sprint.
- Airbrush: Drove localization and onboarding improvements for a photo-editing app with 1M+ users through a 64-user survey and 10 usability sessions, contributing to 20% MAU growth and 45% onboarding completion improvement.

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EDUCATION

UC Berkeley Extension

Certificate in UX

Saint Louis University

M.S in Marketing

Washington University in St.Louis

M.S in Architectural Design

Zhengzhou University

B.E. in Architectural Design

SKILLS

AI Product Design

Agentic workflows / Long-running AI generation / Memory & personalization controls / Human-in-the-loop systems / Connector & permission flows / Conversational and multimodal UX

Product Design

Complex B2B workflows / Systems thinking / Information architecture / Rapid prototyping / Design strategy / Design roadmapping / Workshops

User Research

User interviews / Usability testing / Surveys / Heuristic evaluation / Card sorting

Design Tools

Figma / Adobe Creative Suite / v0 / Cursor / Claude / AI-assisted prototyping

Technical

HTML / CSS / AI-assisted coding

Languages

English / Mandarin Chinese

U.S. permanent resident · No sponsorship required