

# Ning Zhang

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## Product Designer

[Connect on LinkedIn](#)

Based in Seattle & Bay Area,  
open to relocation

## EDUCATION

### MS in Human Centered Design & Engineering (HCDE)

2025 Autumn - Now  
Expected graduation: 2027 Summer  
*University of Washington*

### Master of Landscape Architecture

2016 - 2019  
*University of Illinois at Urbana-Champaign*

### Bachelor of Urban Planning

2012 - 2016  
*Fuzhou University*

## DOMAIN EXPERTISE

- **AI Productivity Tool**
- **EdTech Platform**
- **3D & Mapping**

## PROFESSIONAL EXPERIENCE

*VUE Glasses (AI-powered mobile app w/ hand-free interactions)*

Apr, 2024 - Jul, 2024

### Product Designer (Internship)

- Led the end-to-end design (Research to Hi-Fi) of VUE mobile product featuring **AI-powered interactions**, including meeting assistant, after-meeting review ensuring seamless alignment with concurrent hardware development and strategic pivots.
- Coordinated with the PM to **prioritize mission-critical MVP features** and streamline the main user flow, successfully achieving the initial product launch **within 2 months**.
- Designed and documented **Glasses-control gestures** within the new UI Design System, ensuring new interactions aligned with user mental models to **promote rapid learnability**, and implementing logic to **prevent unintended actions** across diverse usage scenarios.

*Oppia Foundation (EdTech platform)*

Jan, 2022 - Sep, 2023

### Product Designer (Part-time)

- Partnered with the PM and developers to prioritize user cases and optimize the new feature's user flow, achieving on-schedule delivery of MVP requirements and goals.
- Executed **counterbalanced A/B testing** with the UX Research team, leveraging **quantitative data synthesis** to optimize the lesson list page design specifically for young users' learning needs.
- Led the **restructuring of Information Architecture** and wireflows, resulting in a seamless, **responsive UI transition** from desktop to effectively deliver study tools for Android users.
- Simplified the user flow by **optimizing the information hierarchy** to incorporate a new feature, which streamlined the implementation process for engineering and reduced user access time to lesson pages **by 42%**.
- Revamped lesson card UI based on learner feedback and usability tests, incorporating **accessibility best practices** and making them reusable within the Design System for **improved UI consistency**.

*Sporty Ventures (Fitness platform)*

Sep - Oct, 2021

### Product Designer (Internship)

- Facilitated and led weekly design critiques and product meetings, applying heuristic design principles as the critique matrix to synthesize actionable design insights and drive stakeholder alignment.
- Quickly transitioned key MVP user flows into mid-fidelity wireframes, enabling early usability testing that streamlined design iterations.
- Conducted over 30 validation usability tests and established a problem prioritization matrix based on frequency of mention to focus refinement efforts and mitigate key risks.

*Groundworks Office*

Sep, 2019-Current

### Designer, Project Manager

- Created an immersive **AR/VR experiences** on Oculus and Ipad for stakeholder presentations. Collaborated closely with clients and architects to capture their requirements on the final visualization and delivered the VR experience that exceed their expectations.
- Managed design challenges with cross-functional teams, implementing resourceful solutions to meet project goals under limited budget constraints.

## SKILLS

### Design

Interaction Design, Storyboarding,  
Site Map, User Flows, Wireframing,  
Prototyping, Information Architecture,  
Data Visualization

### Tools & Languages

Figma, Adobe XD, Unity  
Lovable, Github, HTML/CSS

### Research

Competitive Analysis, Heuristic Analysis,  
User Journey Mapping, Card Sorting,  
Personas, Usability Testing