

Yi Wang

UIUX & Product Designer

📍 Pasadena, CA
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EDUCATION

ArtCenter College of Design 2023-2026

Bachelor of Science: Interaction Design
GPA: 3.95/4.0

PROFESSIONAL EXPERIENCE

Punchcut, Visual Experience Design Intern 05.2025-08.2025

San Francisco, United States

- Collaborated with the team of a fast-paced design studio to create Lenovo's Discovery Hub and software platform.
- Designed detail-oriented, high-fidelity UI for 20+ screens from wireframes, following Lenovo's design standards.
- Contributed to user research and usability testing. Implemented 10+ design improvements based on user feedback.
- Led the icon design and explored 40+ variations with strong visual focus.
- Presented weekly updates to stakeholders. Worked closely with designers, stakeholders, and product partners to gather feedback.

Bytedance, Product Design Intern 10.2024-01.2025

Beijing, China

- Took ownership and designed an internal AI-powered Q&A assistant from 0-1, collaborating with a cross-functional team.
- Conducted user research, user scenario maps, personas and competitive analysis to identify user needs and business goals.
- Leveraged design insights to create an AI feature with visual refinements, boosting MAU by 8%.
- Identified key issues with TikTok's text-photo functions. Drove design-driven innovations through brainstorming, wireframing and prototyping to improve user interaction and submissions.

Jack, Interaction Design Intern 01.2024-04.2024

Remote, United States

- Collaborated and design a SAAS job application website for a start-up.
- Created a comprehensive design system with in-depth visual design, focusing on information hierarchy, user flows, and typography principles.
- Assisted in front-end development tasks using HTML, CSS, and JavaScript to implement the design with the engineer team.

SCHOOL PROJECTS

Yelp Diet Mode 09.2023-12.2023

ArtCenter College of Design, Pasadena, CA

- Redesigned Yelp to help users with food restrictions better dine out.
- Developed an information architecture to organize 30+ features.
- Prototyped 100+ high-fidelity screens and created mockups in Photoshop for both mobile and desktop versions.

SKILLS

Design Methods

User Experience Design
User-Centered Design
Design Thinking
User Interview & Research
Wireframing & Brainstorming
Low to High Fidelity Design
Creative Ideation
Usability Testing
2D/3D Motion Design
Branding & Visual Design
Front-end Developing
Interactive Prototyping
Mockups Design
Data Visualization

Design Tools:

Figma, Sketch, Adobe Creative Suite, Cinema 4D, Rhino, Solidworks, Keyshot, Blender, InVision, Axure, Miro

Prototyping Tools

Webflow, HTML/CSS, C#, JavaScript, Protopie, Python, Unity, React.js

Language

English(fluent), Chinese(native)

RECOGNITION

MUSE Creative Awards 2025 Gold Winner

Yelp Diet Mode, 2025

UX Design Awards Nominated

Yelp Diet Mode, 2024

Artcenter Provost's List

2023-2024

ArtCenter Student Gallery

3D creation inspired by Olafur Eliasson, 2023