Yan Wang

Full Stack Product Designer with 5+ years of UX expertise in emerging tech, specializing in Web3, AI, and SaaS. I thrive in 0-to-1 product development and crafting scalable design systems.

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EDUCATION

Rhode Island School of Design Master of Landscape Architecture 2012-2014

Central Academy of Fine Arts
Bachelor of Architecture
2007–2012

AWARDS

Muse Design Awards Gold, 2025

CERTIFICATIONS

d.MBA academy Design MBA Certificate
Codecademy Code Foundation Certificate
Maven Become an Al Designer
SheFi Web3 Certificate
All 9 certifications available on LinkedIn.

EXPERTISE

Product Design, Mobile & Web Design, Web Development, Prototyping, Visual Design, Design Systems, UI Engineering, Vibe Coding, UX Research, Interaction Design, Usability Testing, Motion Design, 3D Modeling & Visualization.

TOOLS

Figma, Adobe Creative Suite, HTML/CSS, Javascript, Jitter, Webflow, Framer, Rhino, V0, Lovable, Bolt.new, Midjourney, Maze, hubspot, Google Analytics.

EXPERIENCE

Senior Product Designer, Validation Cloud

Jun 2023 - Present

Products, Design System & UX Foundations: As the first design hire and leading designer, I led all design efforts, shaping the company's visual identity, branding, scalable design system, and high-quality digital products:

- Staking | Web3 DeFi Platform: Designed a multi-chain staking experience through 6+ iterations, driving \$1B+ in assets staked, 400% YoY growth, and \$3M in self-service via the UI. Gold Winner of MUSE Design Award.
- Node API | Developer Tools: Redesigned UX to simplify workflows and enhance usability, earning recognition as "the best Node API product".
- Data x Al | Al-Driven Data Analytics: Work closely with CTO to create MVP designs that secured Series A funding and the first enterprise deal.

Startup Growth Contribution: Designed high-converting marketing assets, including an award-winning website, social posts, and BD Pitch Slides, supporting the company's growth from pre-seed to Series A as a top Web3 company.

Leadership: Hired the second designer, defining design culture, structured workflows, and fostering a strong design-engineering partnership to accelerate product development and pixel-perfect execution.

Product Designer, VOC.ai

Apr 2023 - Jun 2023

Led a full company rebrand: Redesigned branding, visuals, design system, and responsive company website. Within a week of launch, achieved a 158.9% increase in user growth, a 37-second increase in interaction time, a 7% boost in engagement rate, and a 162.7% rise in new user registrations.

UX Optimization of an AI-Powered User Insights Platform | Shulex VOC :Redesigned the web app's homepage, onboarding experience, and optimized UI/ UX for AI report generation.

Product Designer, RECUR

Jun 2022- Apr 2023

Design System & UX Foundations: As the first and main designer for the product 'RECUR Builder', I established the design system, general UX docs to guide development, and best practices for future design teams.

NFT No-Code Platform UX | RECUR Builder: Led the entire design process from kick-off, ideation, prototyping to user testing, and final production, delivering intuitive solutions for NFT creation, distribution, sales, and post-analytics.

Complex System Simplification & Roadmapping: Defined key features and mapped 32 workflows, breaking them down into a structured roadmap. Worked cross-functionally to reduce NFT and Pack Creation from 7 to 4 steps.

Freelance UI&UX Designer

Jun 2020 - Jun 2022

Entrepreneurial & End-to-End Design Expertise: Led 7 projects across ecommerce, education, healthcare, finance, and VR/AR, blending strong visual design, UI/UX, with a founder's mindset to craft impactful solutions.

- Mobile & Tablet UX | iDict: Designed a learning app for young users, leading UI/UX, visual design, and interaction design with usability testing.
- VR/AR Experience | Visualpathy Artroom: Developed a VR art exhibition feature, driving UX strategy and rapid prototyping.
- E-Commerce Startup Leadership | 100DAS: Founded and designed an e-commerce platform, securing angel investment, building an 8-person team, and achieving profitability in 1.5 years.