

Destinee Chin

Senior Product Designer

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SUMMARY

Senior Product Designer with 5+ years leading end-to-end design across healthcare, enterprise, automotive, and AI-enabled platforms. Known for simplifying complex workflows into experiences that work for users and hold up for the business, through close collaboration with cross-functional teams in regulated, high-stakes environments.

WORK EXPERIENCE

UX/UI Designer | American Honda Motors

May 2025 – January 2026

- Led end-to-end UX for Honda's consumer web and mobile ownership platforms, redesigning key customer journeys to reduce friction and improve usability at scale.
- Designed conversational flows and AI-assisted interaction patterns for a customer-facing chatbot, leveraging Claude and ChatGPT for rapid concept exploration.
- Built reusable components and scalable UX patterns within Honda's Figma design system, improving consistency across web and mobile surfaces.
- Translated research insights and customer needs into implementable product solutions in close partnership with Product, Engineering, and Research.

Senior Product Designer | Kley, Inc.

January 2023 – October 2024

- Owned end-to-end product design across regulated healthcare platforms serving enterprise clients including Kaiser Permanente, UCLA, and Saban Community Clinic, designing experiences for patient, provider, and administrative users.
- Led 0-to-1 UX/UI design for AdaMarie, building a scalable Figma design system from scratch and conducting 6 moderated usability sessions; platform launched to 20,000+ users.
- Designed complex provider, patient, and administrative workflows while balancing user needs, compliance requirements, business goals, and technical constraints.
- Led user research and usability testing to identify workflow friction, validate concepts, and inform product decisions.
- Led the organization's migration to Figma, establishing component libraries and design-to-development handoff practices that improved consistency and collaboration.

Product Designer | Kley, Inc.

January 2022 – December 2022

- Designed UX/UI across healthcare and enterprise platforms, supporting new product development and iterative improvements across web and mobile.
- Contributed reusable, accessible components to a growing design system, improving consistency across products.

UX/UI Designer | Station Digital Media

March 2021 – December 2021

- Designed mobile-first connected vehicle experiences for 10+ automotive brands, including Toyota, Lexus, and Hyundai.
- Built user-centered experiences focused on usability, engagement, and workflow efficiency across brand platforms.
- Applied design systems and stakeholder feedback to improve consistency and speed of implementation.

Product Designer | Still Novel

June 2020 – December 2020

- Designed an eCommerce storytelling platform for personalized photo prints and frame selection, improving product discovery, customization, and checkout conversion.
- Redesigned the core customization tool to reduce user drop-off and make personalization feel intuitive.
- Optimized checkout and landing pages using behavioral research insights to reduce abandonment.

SKILLS

Product Design: End-to-End Design, Product Strategy, 0-to-1 Product Development, Workflow & Systems Design, Agile Delivery

UX/UI Design: Information Architecture, Interaction & Visual Design, Responsive & Mobile Design, Wireframing, Prototyping

Research: User Research, Usability Testing, Human-Centered & Data-Informed Design

Design Systems: Figma, Component Libraries, Scalable Design Systems, Accessibility, Responsive Design

AI: Claude, ChatGPT, Gemini, Copilot, AI-Assisted Product Design & Prototyping

EDUCATION

UC Davis – Bachelor of Science, Biology, 2017

General Assembly – UX/UI Design & Research, 2018