

Yanice Yang

+1 (734) 272-7148 | yaniceydesign@gmail.com | [linkedin.com/in/yanice-yang](https://www.linkedin.com/in/yanice-yang) | github.com/9929y | www.yaniceyang.com (password: 9929) | Santa Clara, CA

PROFESSIONAL SUMMARY	Senior product designer with 5 years of experience building AI-native products. Designs the interaction between people and AI agents: agent workflows and multimodal inputs and outputs turned into interaction models that hold across mobile and multi-device surfaces.		
WORK EXPERIENCE	AtlasNova.AI	Lead Product Designer	Aug 2025 - Present
	- Designed the product experience end to end, from 0 to 1, for an AI agentic marketing platform serving 1,000+ SMB operators, from multi-location brands to independent single-store owners. Designed the multi-agent workflows behind AtlasNova's products, including the brand system, Boost Ads, and Campaign Builder, and built the agent harness underneath them: agent specs, prompts, system instructions, and reusable interaction patterns. - Navigated an ambiguous problem with no competitor product to analyze, starting the brand system from user context research and pairing what users needed with what the models could do, then turning that into agent orchestration and the interaction design between users and AI agents. Designed AI Content Studio in Figma within the team's AI-native design system, spanning AI image generation, video generation, and image editing, and built the multimodal workflows connecting generated insights, images, video, captions, and editable controls. - Built code-based prototypes to validate AI and agent interaction models and clarify API and implementation constraints, reducing concept-to-testable-prototype cycles from 5 days to 5-8 hours. - Defined scope, flows, and product requirements for the platform through cross-team collaboration with founders, PM, engineering, and business stakeholders, owned its roadmap and prioritization, and reviewed and mentored a team of 3 designers. Built an end-to-end design workflow with AI agents: planning tasks from the database and API structure, shipping through GitHub pull requests, validating design decisions, and writing agent manifests with prompt testing.		
	Cummins Inc.	Senior Product Designer · New York, NY	Jun 2023 - Feb 2026
	- Led end-to-end design for Guidanz, a web and mobile SaaS product that helps technicians diagnose and repair heavy-duty engines, improving task efficiency by 31.2% through research, workflow redesign, prototyping, and usability testing. - Designed Guidanz's interface motion, covering transitions, micro-interactions, and state changes, and specified it for engineering to implement, with prototype animations showing engineering, product, and stakeholders how an interaction should behave before it was built. - Partnered with product managers and UX researchers on Guidanz features from research through design and release, and designed its web and mobile experiences to meet responsiveness and accessibility requirements.		
	Thunderbit AI	AI Product Designer	Mar 2023 - Aug 2023
	Defined design strategy and explored early business use cases for Thunderbit AI's MVP, an AI web automation and data-extraction Chrome extension for business users, supporting growth from zero to 5K daily active users.		
PROJECTS	McKinsey & Company	Summer Digital Analyst · New York, NY	Jun 2022 - Aug 2022
	Shipped a 0 to 1 live-streamed shopping mobile app within 8 weeks for a major US live-commerce platform, running the full process from user research and information architecture through UI prototypes to final design delivered to engineering, and reaching 100% user satisfaction in user testing.		
	Lark & TikTok, ByteDance	Product Designer	Oct 2020 - Aug 2021
EDUCATION	Iterated 3+ core cross-platform features for Lark, an all-in-one office tool, improving user productivity by 50% through onboarding redesign, search improvements, and better team-collaboration flows. - Ran user research for TikTok's Trust and Safety team to identify privacy and risk issues in their global content filter, and turned those findings into content-creation guidelines for TikTok.		
	Opus Clip	#1 AI-powered video editing tool in US	
PUBLICATIONS	Designed a new AI prompt-based video generation feature for Opus Clip's web product, leading end-to-end design from creator research and usability testing to concept exploration, interaction design, and launch-ready specs. Reviewed 10+ user interviews and 500+ active-user survey responses, and translated the findings into an AI workflow where users search footage, generate storyboards, edit voiceover, and retain control over AI output. Compared design options with 10+ users through A/B concept testing		
	Master of Science in Information, Human-Computer Interaction	University of Michigan	Sep 2021 - May 2023
	Ann Arbor, MI · GPA 4.0		
AWARDS & HONORS	Bachelor of Fine Arts	Pratt Institute	Sep 2015 - Dec 2019
	New York, NY · Dean's Honor List, 4 years		
SKILLS	Optimizing Gesture Recognition for Seamless UI Interaction	IEEE	2024
	A' Design Award - Winner	AI product interface and interaction design	
	MUSE Design Award - Platinum Gold Winner	OpusClip AI creative workflow	
SKILLS	Design: AI-native design workflow, interaction design, information architecture, user research, usability testing, design systems, accessibility and inclusive design, responsive layouts		
	AI Product: GenAI workflows, agentic workflows, agent interaction patterns, prompt design and controls, human-in-the-loop review, output trust, model-quality constraints		
	Model UX: generative AI, human-AI interaction, model behavior, prompt engineering, system instructions, multimodal UX, context design		
SKILLS	Tools: Figma, Adobe Creative Suite, Claude Code, Cursor, Codex, AI image and video generation		