



AI Product Designer specializing in **human–AI agent interaction, multi-agents behavior, and 0→1 generative AI experiences**

Work

Lead AI Product Designer @ AtlasNova.AI

SEP 2025 - PRESENT

- Led 0 to 1 design for AtlasNova's agentic marketing and operations platform on web and mobile, serving 1,000+ SMB operators
- Designed multi-agent workflows behind brand content, Boost Ads, and Campaign Builder, building each agent's harness of prompts, system instructions, and reusable interaction patterns that reduced hallucination risk and improved output trust
- Led end-to-end design of an agentic brand system that turns each brand's visual and voice language into ready-to-use marketing content, learning from what users select, edit, and reject while keeping them in the review loop, and raising the visual consistency of generated content by 70%
- Defined how model output and user steering work together in AI Content Studio's image and video generation, cutting average egeneration cycles from about 8 to about 4
- Defined scope, flows, and product requirements through cross-team collaboration, and reviewed and mentored 3 designers to improve work quality and workflow efficiency
- Built code-based prototypes to validate agent interaction models and clarify API and implementation constraints, cutting concept-to-testable-prototype cycles time

Senior Product Designer @ Cummins.Inc

JUNE 2023 - Feb 2026

- Led end-to-end UX for Guidanz, an enterprise diagnostics platform across web and mobile, translating complex service workflows into clearer decision-making
- Conducted field research with technicians and reframed information architecture and diagnostic workflows around real-world service behavior, improving task efficiency by 31.2%.

AI Product Designer @ Eureka AI

JUN 2025 - Nov 2025

- Led end-to-end design for Guidanz, a web and mobile product technicians use to diagnose and repair heavy-duty engines, improving task efficiency by 31.2% through user research, workflow redesign, and usability testing
- Ran on-site research with certified Cummins technicians and reframed the diagnostic-session information architecture, helping them resolve field-service issues faster

Product Designer @ Thunderbit AI

JUN 2025 - Nov 2025

- Led design strategy for Thunderbit AI's MVP, an AI productivity tool, defining its core user flows and AI-first product flow from user interviews and competitor research, supporting growth from zero to 5K daily active users

Product Designer @ Lark,ByteDance

OCT 2020 - AUG 2021

- Iterated 3+ core cross-platform features for Lark, improving user productivity by 50%, and assessed content-moderation strategy for TikTok Trust & Safety through 30+ global expert interviews and surveys of 10,000+ users

Product Design Intern @ Mckinsey

May 2022 - AUG 2022

- Shipped a 0 to 1 live-streamed shopping experience within 8 weeks, supporting a new e-commerce business initiative and reaching 100% user satisfaction in the tested experience

Project

Opus Clip — #1 AI-powered video editing tool in US

2025

- 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

Contact

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Based in Bay Area

Education

University of Michigan
Ann Arbor

Sep 2021 - May 2023
Master of Science in Information-HCI
GPA 4.0

Pratt Institute
New York

Sep 2015 - Dec 2019
Bachelor of Fine Arts
4yrs Dean's Honor List

Awards

iF Design Award - Winner
Digital product experience
Red Dot Design - Winner
Interactive experience
MUSE Design - Gold Winner
OpusClips-AI creative product

Publications:

- IEEE 2025
- DeepSORT-Driven Visual Tracking Approach for Gesture Recognition in Interactive Systems
 - Generative Modeling of Human-Computer Interfaces with Diffusion Processes and Conditional Control

- IEEE 2024
- Toward Natural and Intuitive Human-Computer Interface
 - Optimizing GestureRecognition for Seamless UI interacton

Skill:

- AI
- Multi-agents orchestration · Human–AI Interaction · Model Behavior · Prompt Engineering · System Instructions · Model Evaluation · Context Design · Personalization · Conversational UX · Multimodal UX · AI Safety & Trust Patterns

- Design
- Interaction design, Design system, Responsive layouts, AB testing, Vibe coding, SOP buildup

- Engineering
- React, Tailwind, WebGL, Javascript CSS, HTML
 - Claude, Cursor, Codex, Vercel, Supabase, Git, PR Review