

Tianyi Peng

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Professional Summary

UX & Product Designer specializing in **multi-platform and embedded system design**, with experience spanning **IoT interfaces, web dashboards, and mobile applications**. Passionate about creating **user-centered, accessible, and consistent experiences** that balance design excellence with technical feasibility. Skilled in **Figma, prototyping, and scalable design systems**, bringing **attention to detail** and a **fast-paced, execution-focused mindset** to every project. Adept at **cross-functional collaboration** with engineers and product managers, conducting **usability testing and iterative improvements** across complex product ecosystems.

Education

University of Washington **August 2024 - March 2026**
Master's, Computer Science *GPA: 4*
- HCI & Product Design Track -Interdisciplinary graduate program combining HCI, AI, and design strategy. Coursework in user research, interaction design, and connected product systems

Parsons School of Design **June 2020 - May 2024**
Bachelor's, Product Design *GPA: 3.86*

Cornell University **August 2023 - May 2024**
Certification, Product Design *GPA: 4.2*

Professional Experience

OCBridge **San Jose, CA, USA**
Founding Product Designer *July 2025 - Present*
- Designed end-to-end enterprise workflows and AI-assisted recruiter dashboards, aligning UX with business KPIs across 16 global clients.
- Built a scalable, cross-platform design system in Figma with design tokens, variants, and documentation on GitHub — reduced handoff friction by 30%.
- Led user research, journey mapping, and usability testing to optimize AI matching flows; increased recruiter trust by 30%.
- Partnered with PMs & engineers to translate ML outputs into explainable, agentic UX; applied A/B testing & data-informed iteration to refine experience.
- Maintained design specs and documentation to ensure design-to-dev handoff and consistent cross-product scalability.

T-Mobile **Bellevue, WA, USA**
Product designer (Co-op) *February 2025 - Present*
- Led UX research, prototyping, and system design for CareLink, a client-sponsored 5G tele-rehabilitation platform linking clinicians & patients.
- Designed a React + TypeScript dashboard with ML-powered motion tracking for real-time feedback and safety compliance.
- Conducted usability studies with therapists & patients; improved accessibility and communication flows.
- Collaborated through Asana / GitHub with T-Mobile mentors and clinical advisors to align stakeholders and deliver compliant visual documentation.

Holomix Inc. (Thumbnail AI) **New York, NY, USA**
AI Product Manager & Designer *June 2025 - October 2025*
- Pioneered Thumbnail AI, an AI-driven design automation tool enabling creators to generate branded visuals in seconds — scaling to 25 K MAUs and ranking top 5 globally in “AI thumbnail” search.
- Translated LLM and image diffusion outputs into intuitive creative workflows, bridging AI model architecture with user behavior through Figma prototyping and Python automation.
- Improved the product ecosystem's efficiency by 40% through the establishment of reusable UI patterns and generative prompt templates, resulting in consistent mockups for embedded systems across multiple projects.
- Orchestrated growth experiments and A/B tests that boosted creator retention 10 % and freemium-to-paid conversion 5 % .
- Partnered with engineering and marketing to define AI UX principles for transparency and trust, aligning product ethics with business objectives.

Simon **Shanghai, China**
UI/UX designer *June 2023 - August 2023*
- Redesigned the smart home interaction model from device-first to scene-based automation, improving intuitiveness for multi-device control and accessibility for elderly users.
- Applied information architecture, motion design, and usability testing to simplify navigation and reduce task completion time by 15%, contributing to a 4.6 star Google Play rating (5K+ users).
- Defined reusable design patterns and documented interaction principles to standardize user flows across mobile and tablet platforms, ensuring scalability and visual consistency.
- Drove a 20% decrease in implementation rework by collaborating closely with engineers and product managers, applying communication skills to effectively align design intent with system logic, which improved overall customer service.
- Contributed to the visual design system by refining typography, motion language, and accessibility color standards for future product iterations.

Fiji National Kidney center * Think Pacific **Remote**
Product Design intern *June 2022 - August 2022*
- Rebranded the center with a unified design system and responsive website, improving patient access to healthcare resources.
- Collaborated with local health officials and volunteers to ensure culturally relevant visual communication and digital accessibility.

ASML **Shenzhen, GD, China**
Graphic User Interface Designer *March 2021 - August 2021*
- Systematized the internal developer dashboard UI, creating a modular component library and design documentation that improved workflow efficiency by 30% and accelerated prototyping for engineering teams.
- Streamlined the design process by standardizing UX design guidelines in Figma and Adobe Illustrator, resulting in cohesive wireframes and prototypes that improved user experience across multiple internal platforms.
- Collaborated closely with front-end engineers to align design logic, information architecture, and system behavior with code implementation, reducing design-to-dev inconsistencies by 25%.
- Authored global visual and accessibility compliance documentation, ensuring design scalability and adherence to ASML's brand system.
- Recognized as Top 8 Best Supporter (Q2 2021) for exceptional cross-functional collaboration and impact on cross-team delivery.

Skills

Design & UX: Figma, Adobe Creative Suite, Storytelling, Figma (Auto Layout, Variants, Design Tokens), Framer, ProtoPie, Adobe Creative Cloud (Photoshop, Illustrator, InDesign, After Effects), Interaction Design, Design Systems, Information Architecture, Journey Mapping, Visual Design, Motion Design, Accessibility (WCAG 2.1), Inclusive Design, Branding/Brand Strategy, Typography
Research & Analysis: Service Journey Mapping, A/B Testing, Rapid Iteration, Usability Testing/Engineering, Data-Driven Iteration, Behavioral Analysis, Storyboarding, Affinity Mapping, Competitive Benchmarking, Mixed Methods Research (Qualitative & Quantitative)
Technical & Prototyping: Prototyping, Python, HTML/CSS, JavaScript, Adobe After Effects, TypeScript, React.js, CLI Tools, Git / GitHub (Version Control), Arduino / P5.js, Rapid Prototyping · Design-to-Development Handoff · API Integration
Project Management & Collaboration: Miro, Asana, JIRA, Salesforce, Notion, Cross-Functional Communication, Stakeholder Alignment, Agile / Scrum Workflow · Documentation & Spec Writing
Soft Skills: Communication, Cross-functional Collaboration, Growth Mindset · Attention to Detail, · Verbal & Written Communication · Mentorship & Design Critiques · Team Leadership
Work Authorization : Eligible to work in the U.S.