

Yuan Fang

Product UX Designer | AI-Native Workflow, Visual Craft, Prototype with Code and Curiosity

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Product designer who grows in the AI era. I design interactions that don't have established conventions yet. My work spans AI-native, AI-agents products across business and consumer products. A 10-year foundation in fine art shapes my visual taste and craft.

EXPERIENCE

Liner | Product Designer | Jan 2026 - May 2026 (Client Project)

◆ *Liner AI Collaboration - Research-Focused AI-Powered Workflow Design*

- Led end-to-end research and design for an AI-native collaborative research experience used by 10M+ academic users, ranked a top 20 web AI by a16z, where people collect sources, discuss, and co-write together.
- Drove the research strategy that exposed the core breakpoints where AI-generated and human-written content collide (context switching, source ownership, duplicated effort, unclear handoffs), reframing the product direction from a feature add to a collaborative-trust experience.
- Defined 3 core interaction patterns (AI/group chat-switching, multi-users editor, a collaborative library), prototyped them in code, and aligned with PM and engineering around shippable components and responsive layouts across surfaces.

Alibaba Cloud | Product Design Intern | Jul 2025 - Sep 2025

◆ *Qwen Character - Interactive Showrooms End-to End Design*

- Led and shipped the end-to-end design of Interactive Showrooms, the MVP feature for the Qwen Character LLM serving millions of enterprise customers, driving a 200% lift in model API call volume through 4 hands-on demos.
- Cut time-to-first-value from 60+ minutes of documentation to under 2 minutes with an immersive showroom design, where each showroom surfaces one strength of the Qwen LLM alongside a prompt guide and a live code editor.
- Set the prototyping standard by building in React with Cursor and Claude Code, handing engineering working components to improve the Design QA process. Art-directed the visual system across all 4 showrooms, owning motion, state transitions, and a custom illustration set that gave each AI character a distinct presence on the page.

◆ *Qwen Avatar - Text-to-Speech Generation Workflow Design*

- Pioneered an AI creation pattern with no existing convention, breaking a black-box generation process into editable steps with pitch, pause, and emotional cue controls that users could direct. Earned a patent and an internal innovation award.
- Drove alignment across 5+ product, engineering, and design teams to ship Qwen Avatar on time for its launch at Apsara Conference, Alibaba Cloud's flagship annual event.
- Established a reusable template adopted by the Alibaba Cloud Spark Design System, setting the standard for future AI creation workflows across teams. Defined the interaction logic, UI states for preview moments that made each generation feel inspectable rather than magic.

MeiTuan | Product Design Intern | May 2025 - Jul 2025

◆ *In-Message Quotation System - Three-Step Consultation Design*

- Led and shipped the 0-to-1 design of an in-message quotation system on a platform with 770M+ annual transacting users and 14.5M active merchants, lifting conversion from interest to completed transaction by 5%+ and cutting pricing disputes by 50%, both A/B validated.
- Challenged the PM's original brief and won alignment to reframe the problem from price transparency to process trust, redirecting the team roadmap from a UI cleanup to a multi-round consultation experience.
- Owned the full interaction and visual system (diagnosis, service card, quote comparison, merchant response, confirmation), defining chat-native components that kept pricing inside the conversation.

StudioEngine.ai | Product Designer | Jan 2025 - Apr 2025 (Client Project)

◆ *VP Genie - GenAI Text-to-Video Workflow Redesign*

- Restructured a Gen-2 web app from a single-step generator into a four-stage creative workspace (basics, outline, script, visuals), turning a one-shot tool into something people actually iterate in. Surfaced workflow confusion and missing checkpoints through usability testing with 6 participants, then added version history, checkpoints, and a unified editing surface.

White Noise Design Studio | Interior Designer | Jan 2023 - May 2024

- Designed the end-to-end spatial experience for residential and commercial clients, including Alessa and Industrial Kitchen NYC, owning everything from concept to built-out detail. Built the brand's social presence from 0 to 1, growing to 3K followers on Instagram through a daily challenge reel series that drove audience engagement.

EDUCATION

University of Washington	M.S. in Human-centered Design and Engineering, GPA: 3.90/4.00
Pratt Institute	B.F.A. in Interactive Arts (Anthropology focused), Interior Design; Graduate with Highest Honors, GPA: 3.94/4.00

SKILLS

CODE&AI TECH

HTML, CSS, JavaScript, TypeScript, React, Python, Next.js, C#, Tailwind CSS, AR/VR, Physical Computing, App Prototyping, Claude Code, ChatGPT, Cursor, MidJourney, Stable Diffusion, Kling, Tripo3D, Dreamina, Google Stitch, Lovable, v0, Angular, Vue.js, Rhino, Unity, Blender

DESIGN

UX/UI Design, Interaction Design, User Flows, Wireframing, Low- and High-Fidelity Mockups, Prototyping, Information Architecture, Design Systems, Component Libraries, Responsive Web Design, Motion Design, Accessibility, Front-End Design, Typography, Illustration, WCAG, Color Theory, Hierarchy

RESEARCH

Quantitative&Qualitative Insights, User Interviews, Usability Testing, Surveys, Competitive Analysis, A/B Testing, Heuristic Evaluation, Affinity Mapping, Journey Mapping, Personas, Card Sorting, Contextual Inquiry, Data Analysis

TOOLS

Figma, Adobe Creative Suites, Sketch, Adobe XD, Photoshop, Illustrator, After Effects, Rive, Principle, Framer, ProtoPie, Webflow, Jira, Amplitude, Visio, Visual Studio Code, Cinema4D

Own Design Studio Qbix.space