

YUEPING WANG


Full-stack Product Designer with 8 years of industry experience and background in both Industrial Design and Computer Science.

Specializes in shipping graphical, logistical and business applications through research, ideation and prototypes across web and mobile, serving business partners, consumers and technical customers.

 <https://mink.fyi>

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 New York, NY (Open to Onsite/Remote/Hybrid)

Experiences

Senior Product Designer, Conduit Tech

Sep 2024 - Present New York, NY

Lead Designer of data-driven and insight-enriched 2D and 3D interfaces for HVAC contractors to design, propose and sell efficient systems

- Conduct qualitative and quantitative research to discover user pain points when navigating a graphically and technically complex app
- Design and prototype user interfaces for new features in the Conduit App to increase modeling accuracy and confidence of contractors

Senior Product Designer, Forge

Jan 2024 - Aug 2024 New York, NY / Newton, MA

Researched, designed and prototyped mobile and tablet-based solutions for precision-demanding home renovation workflows

- Designed cross-platform field operation tools to facilitate on-site job quality assurance and back-office data collection
- Conducted field research on domain-specific problems in construction
- Explored and tested AI solutions, ranging from 2D image recognition, 3D spatial data acquisition and LLM APIs

Product Designer - 3D UX, nTop (formerly nTopology)

Mar 2022 - May 2023 New York, NY

Lead Designer and UX Prototyper of parametric design and modeling tools

- Designed and prototyped 2D and 3D interfaces for computational designs
- Conducted user research across different customer segments
- Facilitated quarterly roadmap planning and drove decisions on UX strategy

UX Product Designer, Roku

Nov 2021 - Mar 2022 New York, NY

Designed Roku's OneView platform for running programmatic campaigns

- Created information architecture and user journey maps, and designed user interfaces for ad agency traders (buyers) to efficiently manage ad campaigns

Product Designer II, Xandr (a Microsoft company)

Jul 2019 - Nov 2021 New York, NY

Designed and prototyped for a variety of AdTech products for Xandr's sell-side platform for setting up and managing programmatic real-time bidding

- Lead Designer for the entire troubleshooting workflow of programmatic deals, drastically reducing debugging time for the Ad Operations team
- Revamped Xandr's most used dashboard for programmatic transactions
- Lead designer for a data-visualization tool to analyze new product adoption

UI/UX Design Consultant, Ross Institute

Oct 2018 - Feb 2019 New York, NY

Designed Ross School's online learning management system for teaching and curriculum digitization

Skills

Design Skills

UX: Figma, Sketch

Visual Design: Illustrator, Photoshop, InDesign

Research: Heap Analytics, AppCues, Mixpanel

3D Designs: AR, VR, WebXR, Blender, Unity, Rhino

Spatial design: IoT, wearable devices, haptics

CS Skills

Languages: Javascript (React, ThreeJS, D3), HTML/CSS, C++, OpenGL, WebGL, GLSL, C#

Field of Interest: Computer-Aided Design, Graphics, Machine Learning, Data Visualization

Education

MS, Computer Science

New York University - Courant

MPS, Interactive Telecommunications

New York University - Tisch

BFA, Industrial Design

Rhode Island School of Design