

Professional
Experience

Alibaba Cloud | QwenWork, formerly MuleRun Enterprise
AI Product Management Intern

May 2026 – Aug 2026

- Owned the Skill Hub feature area (Skills, Plugins, MCPs) of **QwenWork**, a **B2B AI agent product**, end-to-end from PRD through launch in a **fast-paced two-week 0→1 cycle** : writing specs, prototypes, and wireframes directly, on a team with no dedicated design function.
- Skill Hub reached 570,000+ signed-up users and 500,000+ DAU within its first week of launch, with day-1 retention above 60% and peak concurrent sessions over 15,000.
- Defined and implemented **product analytics events**, translating product goals into measurable user behaviours; partnered with **frontend, BI, and marketing teams on funnel and feature-adoption analysis** to guide iteration.
- Built high-fidelity prototypes in Figma (incl. Figma MCP/AI tools) alongside Claude Code and Codex CLI as part of the team's AI-native daily workflow.

Domino's Pizza

Jun 2025

UX Design and Marketing Intern

- ReDesigned the **mobile ordering flow** end-to-end from **low-fidelity wireframes** to **high-fidelity visuals and interactions**, including **icon design** and screen-level display work, balancing technical constraints with visual design and **conversion goals**
- Produced launch communications reaching 1.7M users, distilling technical product updates into clear, on-brand messaging under strict deadlines

Leadership

UBC Launch Pad | Lunarix Cloud Gaming — Product Designer

Sep 2025 – May 2026

- Partnered with a 15+ person **cross-functional team** over a full year, maintaining component specs, guidelines, and a **component-based design system** to keep a large distributed team aligned across a long project lifecycle
- Drove discovery through **user interviews** and competitive research, synthesizing findings into clear written reports that moved product decisions forward

UBC UX Hub — VP Marketing

Apr 2025 – Present

- Managed and hired 7 Marketing Directors under portfolio, developed the full visual identity and brand guidelines for UBC's largest UX community, ensuring consistency across physical and digital channels for 2,000+ members.
- Created motion graphics, illustrations, and multimedia assets to translate event themes into engaging content, including all communications and collateral for UXathon, a 24-hour flagship hackathon with 80+ attendees.

UBC Product Management Club — Corporate Outreach Director

Apr 2026 – Present

- Manage external stakeholder relationships with partners including Telus, KPMG .etc and coordinate industry events, including Product Night and Product Challenge.

Selected
Side-Projects

FigBuild 2026 – Apple Health Time Perception

(5,690 participants, 2026)

- Product and interaction design for an ambient, on-device AI tool, including a Dynamic Island time-awareness feature and lock screen widget that calibrates its response to context rather than treating every moment the same

Gemini 3 API Hackathon – *Whisk* AI Language Learning Audio Model

(35,649 participants, 2026)

- Designed an AI-powered conversational agent with human-in-the-loop controls so users stay in charge of automated outputs, going from concept to working prototype in days

UBC UX Open Hackathon 2025 — *Once More*— **1st place winner**

(80+ participants, 2025)

- Won 1st place defining a customer journey map and service blueprint for a multi-sided marketplace, translating user research into trust and safety requirements for both sides of the platform

Education

University of British Columbia — Bachelor of Media Studies (Informatics Design) & CS Minor

2028

- Honors:** GPA: 4.0/4.33. Dean's Scholar. Special University Entrance Scholarship.
- Relevant Coursework:** Human Computer Interaction (HCI) Methods, Software Construction, Systematic Program Design, Collaborative Methods, Models of Computation , Foundation of Informatics, New Venture Design

Skills and
Tools

Design & Tools: Figma (incl. Figma MCP / AI features), Adobe Creative Suite (Illustrator, Photoshop, Premiere), Lottielab, High-fidelity prototyping, Motion graphics, Component-based design systems

Research & Analytics: Usability testing, User research, A/B testing, Funnel analysis

AI & Automation: AI-assisted coding (Claude Code, Codex CLI), LLM prompting and workflow automation, AI-native product design, Skills Creating, Multi-Agent Collaboration

Communication & Content: Visual storytelling, Brand guidelines, Stakeholder reporting