

# I am Wangli Yi, a Product and UX Designer.

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## Work Experience

May 2024 – Sep 2024 | Cambridge, MA

### Co-founder, Product Designer @SmartSpace

- Led the end-to-end design and product management for an automated interior design platform, integrating UX, UI, and technical strategy to enhance 3D customization of living spaces.
- Created intuitive real-time customization tools that allow users to modify parameters with instant renderings and quote updates.
- Optimized project visualization workflows, enabling users to upload images, customize designs, and manage budgets on one platform.

June 2023 – Aug 2023 | Beijing, China

### Product Design Intern @Xiaomi Corporation

- Conducted in-depth exploration of AI and LLM integration into existing IoT systems, devising new smart home scenarios and user journeys for future product launches.
- Redesigned the report web interface of core services automation, enhancing data processing accuracy and optimizing the resolution of client-side issues through structured weekly updates.
- Collaborated cross-functionally to resolve technical errors, leading to the production of comprehensive product requirement documents and enhanced user satisfaction.

## Research Experience

Feb 2023 – May 2023 | Cambridge, MA

### User Experience Designer @Parent Pilot

- Designed wireframes and high-fidelity prototypes for an emotional support platform aimed at parents with newborns, enabling them to connect and share experiences.
- Facilitated interviews and observations with 20+ parents, translating insights into personas, journey maps, and design guidelines that addressed core emotional needs.
- Spearheaded usability testing to refine features that enhance the user experience, resulting in a platform that supports new parents in managing stress and parenting challenges.

Sep 2022 – May 2024 | Cambridge, MA

### Product and UX Designer @Home Workspaces

- Designed an interactive UI that generates personalized room layouts based on individual preferences, optimizing work-from-home setups for productivity and comfort.
- Utilized iterative testing and user feedback from over 50 participants to refine design solutions that enhance executive function and focus in home workspaces.
- Conducted comprehensive user research, collecting qualitative and quantitative data to inform design iterations.

## Education

Sep 2022 – May 2024 | Cambridge, MA

### Massachusetts Institute of Technology SMArchS in Design and Computation

- Graduate Certificate in Technical Leadership.
- Focus on Design Thinking, User Experience Research, User-centered Design, Artificial Intelligence and Communication. | GPA: 5.0/5.0

Sep 2017 – June 2022 | Nanjing, China

### Southeast University Bachelor of Engineer, Urban and Rural Planning

- Focus on fieldwork, interviews, and spatial design and planning at various scales.

## Skills

### Design

- Figma, Sketch, Axure, Adobe XD, Photoshop, Illustrator, InDesign
- Wireframing, Rapid Prototyping, Information Architecture, Low-High Fidelity Mockups
- Product Strategy, Service Blueprinting
- 3D Modeling, Rendering

### Research

- Usability Testing, A/B Testing
- User Interviews, Survey Design, Observation
- Quantitative Analysis
- Explorative & Competitive Analysis
- Card Sorting, Journey Mapping, Experience Mapping

### Visualization

- HTML, CSS, JavaScript, D3, React.js

### Data Analysis

- Python, Tableau, SPSS, GIS

### Other Skills

- Photography, Graphic Design, Video Editing
- Interview, Negotiation, Leadership
- VR/AR Development, Unity, Vuforia
- 3D Printing, Laser Cutting, Carpentry