Product Manager | Product Designer

Shuning Yang

EDUCATION

2023 Fall — 2025 Spring (Anticipated)
Georgia Institute of Technology, MS, Human-Computer Interaction,
GPA: 4.0/4.0, with Management Certificate

2020 Spring — 2023 Spring
Art Center College of Design, BS, Product Design
GPA: 3.85/4.0, with Distinction

2018 Fall — 2019 Fall
University of Michigan, BFA, Art and Design
GPA: 3.6/4.0, Top 5%

WORK EXPERIENCE

May 2024 – August 2024
Product Manager Intern, Xiaomi, Beijing
<u>Developed AI feature roadmap for robot vacuum</u>
---Conducted market and user research on over 30 products across major competitors. Planned, executed, and analyzed a user survey covering 40,000 people to identify user pain points, needs, and expectations.
---Quantified AI feature priorities and created a 12-step, 3-year AI features plan, with key milestones and direction, to enhance product competitiveness.
<u>Established internal big data dashboard platform</u>
---Built a metadata dashboard for approximately 97 internal team members.
---Collaborated with the data warehouse and Mi Home teams to promote data tracking for user behavior and product quality, enabling precise decision-making, reducing labor, and improving work efficiency.
<u>Led PSI improvement projects</u>
---Standardized the Product Sentiment Index (PSI) for robot vacuums.
---Coordinated among testing, quality, and product teams to identify and fill data-sharing gaps, creating a performance grading guide.
---Provided quality guidance for future product releases and improved PSI predictions to boost market performance and user satisfaction.

February 2024 – April 2024
Design Lead, SyncSo Social App Startup, Remote
---Conceptualized and developed the core concept for the Injoyn social app, ensuring the product's creativity and features aligned with North American market trends and addressed user pain points.
---Completed the app's information architecture and visual guide, iterating the mid-fi prototype six times for refinement.
---Managed a design team of 3-4 members, fostering internal collaboration and knowledge sharing, while leading the recruitment of designers.

2021 May - 2021 August
Industrial Design Intern, Dimension Robotic LLC, Beijing
---Designed a new auto-inspection robot for Xiong An power stations.
---Organized and presented in client meetings three times to negotiate over six concepts and provide design process updates.
---Collaborated with engineering and marketing teams to enhance, promote, and identify opportunities for next-generation robots.

CONTACT

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SKILLS

Design:
Sketching, Modelling Making, 3D Modelling, Presentation, Rendering, Illustration, UI, Data visualization

Research:
Interviews, Survey, Contextual Inquiry, Observation, Card-Sorting, Data Analysis, Usability Testing, Affinity Map

Software:
Adobe Photoshop, Illustrator, Figma, InDesign, Procreate, Premiere, Solid-works, C4D, Unity, Rhino, Keyshot, Vred, Unreal Engine, HTML, CSS

PROJECTS

2024 Spring - GaTech
Cognizant Technology:
Designed an autonomous healthcare check-up booth for lupus patients, integrating transportation services and generative AI to enhance holistic wellness.

2023 Fall - GaTech
Smart Bathroom Lab:
Designed a web-based product for occupational therapists in the Smart Bathroom Lab, integrating technologies such as video tagging, data visualization, and machine learning algorithms to enhance work efficiency.

2023 Spring - ACCD
Royal Caribbean Cruises:
Designed a brand-new community service system for the Icon of the Seas cruise ship, themed around an indoor lagoon beach. Spanning over 1,000 square meters, the system encompassed all living areas, including dining, leisure, and entertainment.