

SHULAN KUANG

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Product Designer experienced in consumer apps, media experiences, and connected products, skilled in AI-native workflows, interaction design at scale, and end-to-end UX from research through prototyping. Works across B2B and B2C products with AI tools integrated throughout the design process.

Work Experience

Interaction Designer Co-op | [GE Appliances](#) | Louisville, KY May 2026 – Present

- **Led interaction design and user flow improvements** for GE Appliances' SmartHQ app (**1.9M+ users**) across cooking, water heating, and shopping list experiences; conducted **16+ usability tests** to identify friction and translate insights into streamlined flows, wireframes, and high-fidelity prototypes.
- Designed **HMI interaction patterns** across GE's appliance portfolio, ensuring **scalable, consistent experiences** across varying screen sizes and hardware constraints while improving **user safety** during appliance operation.
- Contributed to both the SmartHQ **App design system** and the **HMI design system**, establishing reusable components and specs that scaled consistently across mobile and embedded screens.
- **Bridged software UX and hardware constraints**, partnering with PMs, engineers, and industrial designers to align teams around consistent design decisions.

Product Designer | [Vicino AI](#) | Remote Feb 2026 – May 2026

- Reduced content production time by **80%** (from 25 hrs to 5 hrs) by designing **AI-native social listening and media workflows** that automated brand mention and trend tracking.
- Designed **prompt-to-workflow** interactions for an **AI video editor agent**, defining the natural-language input model and core interaction states for non-technical video editing.
- Designed a new B2C landing page and supported Vicino AI's product and positioning **shift from B2B to B2C**.

Product Designer (Client-based Capstone Project) | [Tropic](#) | Pittsburgh, PA Jan 2026 – May 2026

- Led **0-to-1** product and interaction design for TropiCool, a cooling solution targeting **5M+** households across Saudi Arabia, the UAE, and the broader Gulf region.
- Conducted **user research** with **50 participants** across the Middle East to inform product decisions, translating findings into design solutions that balanced **user needs** with **business goals**.
- Collaborated cross-functionally with engineers and sponsors to drive product innovation **from concept to completion**, making **strategic design trade-offs** throughout the process.

Product Designer | [DOPI Design](#) | New York City, NY Apr 2022 – Jul 2025

- Built and documented a **scalable B2B design system** in Figma for Orby AI, establishing reusable components and interaction patterns adopted across the product.
- **Led end-to-end UX** for digital and physical products, from research and concept development through prototyping and usability testing, and contributed to **product positioning** and **go-to-market strategy**.
- **Won 1st place** in a global IoT design challenge for a modular table lamp concept, competing against international design teams.

Education

Master of Integrated Innovation for Products and Services | Carnegie Mellon University Aug 2025 – May 2027

Master of Architecture | Pratt Institute

Aug 2016 – May 2019

Bachelor of Fine Arts | Hubei Institute of Fine Arts

Sep 2011 – Jun 2015

Skills

Design Tools: Figma, Adobe Creative Suite (XD, Photoshop, Illustrator, InDesign), Tableau, Miro, Jira, Trello, Rhino, AutoCAD, KeyShot

Design Skills: Interaction Design, Journey Mapping, Design Systems, Information Architecture, Prototyping

Technical: HTML, CSS, JavaScript, Python, SQL

AI-Assisted Prototyping: Claude Code, OpenAI Codex, Git/GitHub – used for rapid prototyping, workflow exploration, and faster design iteration