

SHULAN KUANG

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Product Designer with 5+ years of experience designing B2B and consumer products across AI, mobility, and smart hardware. Specialized in design systems, HMI dashboards, and end-to-end UX from research to high-fidelity prototyping. Currently pursuing a Master of Science at Carnegie Mellon University.

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

Work Experience

GE Appliances May 2026 - Present
Interaction Design Co-op Louisville, KY

- Owned UX design for GE Appliances' connected ecosystem, creating intuitive HMI and mobile experiences that help millions of households manage cooking and home routines through SmartHQ-enabled products.
- Drove end-to-end design execution, conducting 10+ usability tests, synthesizing user insights, and delivering user flows, wireframes, and high-fidelity prototypes for complex appliance interactions.
- Partnered cross-functionally with PMs, engineers, developers, and industrial designers to ship scalable solutions, including the redesign of SmartHQ cooking workflows and smart home experiences.

Vicino AI Feb 2026 - May 2026
Product Designer Remote

- Designed a B2C landing page and supported Vicino AI's shift from B2B to B2C.
- Designed AI-native features including an AI video editor agent and prompt-to-workflow interactions for natural language video editing.
- Led UX for social listening and media workflows, tracking brand mentions and trends, and reducing content production time from 25h to 5h.

Tropic Jan 2026 - May 2026
Product Designer/Product Manager (Client-based Capstone Project) Pittsburgh, PA

- Led product and interaction design for TropiCool, a CMU Capstone project **delivering a 0-to-1 solution** with potential to impact over **5 million** households across the GCC region.
- Conducted user research with nearly **50 participants** across the GCC region 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.

DOPI Design Apr 2022 - Jul 2025
Product Designer New York City, NY

- Won 1st place** in Global IoT table lamp design challenge for a modular lighting concept for small spaces.
- Led full UX process from research to usability testing for digital and physical products.
- Built and documented scalable **B2B design system** in Figma for Orby AI.
- Created prototypes, ran user testing, and helped define product positioning and go to market strategy.

Skills

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

Programming Language: HTML, CSS, JavaScript, Python, SQL

AI-assisted Development: Claude Code, Git, GitHub, OpenAI Codex, Vibe Coding (rapid prototyping, workflow exploration)