Min Wang

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SUMMARY

Product designer with a learning-design background, working end to end from user research and information architecture through to prototyping and high-fidelity delivery. Founding-team experience taking a product from 0 to 1 and holding 80% retention, across AI-supported and learning products.

EXPERIENCE

Product Designer • ReadyAI (AI + Me)

JUL 2022 → AUG 2022

- Led end-to-end design to transform ReadyAI's instructor-led AI course into a self-guided interactive learning app, owning the project direction independently without a dedicated mentor.
- Re-architected the end-to-end course flow around a lead-in → input → output model to create clearer structure and measurable checkpoints.
- Delivered 30+ high-fidelity screens covering primary flows, empty states, and fallback UI, plus a content-to-interface mapping system to guide the product's next phase.
- Investigated user problems using 100+ qualitative feedback logs from parents and teachers, synthesizing recurring patterns into a prioritized set of opportunities.

View case study: instructor-led course → self-paced AI learning product ↗

Product Designer • iHuman Inc

MAY 2021 → AUG 2021

- Owned the end-to-end UX flow and prototypes for a parent-facing audio learning feature in a retention-focused companion app, shaping interaction approaches with PM and Engineering.
- Produced the personalized learning recommendations at the core of the feature, consulting subject-matter experts across three product lines to turn instructional logic into advice parents could act on.
- Proposed 5 engagement approaches — social proof, personalization, and reward mechanics — to drive parent listening behavior, with 3 carried into high-fidelity prototypes.
- As one of 2 designers, walked Engineering through interaction behavior and edge cases screen by screen in handoff sessions to keep design intent intact through build.

Learning Experience Designer • TAL Education Group

NOV 2018 → MAY 2021

- Joined as the 2nd member of a new product team and scaled an in-person self-directed math learning product from a 20-student pilot to 200+ students within one year, sustaining 80% retention.
- Built the product's core experience framework by synthesizing learning theories with parent market research, defining three developmental outcomes that set the decision criteria for product scope and go-to-market positioning.
- Re-architected a core service model from teacher (1:6) to mentor (1:8), defining the new interaction model, onboarding 20+ mentors with Operations, and running feedback loops to iterate the experience.

PROJECTS

Team-up • 0 → 1 mobile app for campus startup collaboration

CASE STUDY ↗

- Designed a social app from 0 to 1 that helps university students find matched partners for early-stage startup ideas.
- Designed the AI onboarding flow, restructuring a rigid onboarding questionnaire into a conversational AI experience after usability testing with 6 users, to cut drop-off and make users more likely to finish creating a profile.

Perusall • Feature redesign for an academic reading platform

CASE STUDY ↗

- Audited a platform used by 1,000+ institutions, mapping the end-to-end journey from survey and interview data to locate two friction points: annotation overload and lagging asynchronous feedback.
- Designed a three-dimension annotation filter (questions, professor picks, following) and a synchronous discussion room, then defined the metrics to evaluate them — filter adoption, room participation, and reading completion.

EDUCATION

New York University (2021–2024)

M.S. Learning Technology and Experience Design

University of Pennsylvania (2015–2017)

M.S. Teaching English to Speakers of Other Languages

LANGUAGES

English
Mandarin

TOOLS

Figma, FigJam, Framer, Mural/Miro, Claude (incl. Claude Code), Lovable, Notion, Asana, Google Workspace, Microsoft Office

SKILLS

User Research (Interviews, Surveys, Usability Testing), Information Architecture, Journey Mapping, Service Design, Design Systems, High-Fidelity Prototyping, Design–Engineering Handoff