

YUEPING WANG


Senior Product Designer with 7+ years of experience working on complex products, ranging from enterprise platforms to AI-assisted technical tools.

Background in Product Design and Computer Science, specializing in defining new interaction models and end-to-end workflows that make sophisticated systems intuitive and delightful to use.

 <https://yueping.design/>

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 New York, NY (Onsite/Remote/Hybrid)

Experiences

Senior Product Designer, Conduit Tech (acquired by ServiceTitan)

2024 - 2025 New York, NY

Led end-to-end design for ML-assisted and data-driven workflows, enabling contractors to design, validate and sell high-efficiency HVAC systems with greater accuracy and confidence

- Designed and prototyped human-in-the-loop load calculation workflows that enable contractors to inspect, validate, and trust ML-generated results, while reducing time to learn and increasing activation rate among novice users
- Defined error-prevention and validation interaction patterns to support users with varying levels of technical expertise
- Conducted qualitative and quantitative research to analyze user pain points in complex calculation and decision-making workflows

Senior Product Designer, Forge

2024 Newton, MA

Led cross-platform product design for precision-critical applications that support field technicians and back-office teams in home services

- Designed field operation tools across web, mobile and smart glasses for quality assurance and spacial data acquisition in low-attention environments
- Explored and validated AI-assisted interaction patterns including 2D image recognition, 3D spatial capture and LLM to reduce manual effort and errors

Product Designer and Prototyper, nTop (formerly nTopology)

2022 - 2023 New York, NY

Led interaction design and prototyping for parametric and constraint-based modeling tools at computational design software startup

- Researched, designed and prototyped nTop's core control and visualization interfaces that expert users in R&D rely on to work with complex geometries and simulation data
- Conducted user research across biomedical, industrial, automotive and aerospace engineering to inform high-frequency user interaction patterns
- Partnered with Product Managers and Engineering Managers on roadmap planning and long-term UX strategy to ensure consistency and scalability

Product Designer II, Xandr (a Microsoft company)

2019 - 2021 New York, NY

Led end-to-end product design for enterprise-scale AdTech solutions for major publisher clients (New York Times, Warner Bros. Discovery, Schibsted, etc.) to monetize digital advertising with scale and efficiency

- Led design for the 0-to-1 Deal Troubleshooting workflow, enabling publishers to diagnose and resolve issues across programmatic transaction lifecycles
- Redesigned Seller Monitoring Workflow, improving capability and scannability of Xandr's most frequently used dashboard for publishers to monitor and optimize large-scale ad inventories
- Initiated and led design for new data-visualization tools, surfacing adoption signals and usage insights on Xandr's new demand-side platform
- Designed and shipped "Video Detective", a public-facing debugging tool that allows internal and external users to investigate video specifications

Skills

Design Skills

UX Design: Figma, Sketch

Prototyping: Figma Make, Cursor, Front-end coding

Visual & Motion: Figma, Illustrator, LottieFiles

Research: Heap Analytics, AppCues, Mixpanel

CS Skills

Languages: Javascript (React, ThreeJS, D3), HTML/CSS, C++, OpenGL, WebGL, GLSL, C#

Field of Interest: Machine Learning, Computer Graphics, Data Visualization

Education

MS, Computer Science

Courant Institute of Mathematical Sciences,
New York University

MPS, Interactive Telecommunications

Tisch School of the Arts,
New York University

BFA, Industrial Design

Rhode Island School of Design