

Resume



Tiffany Teng

Designer; UI/UX, motion, visual, illustration

EXPERIENCE

Lead Product Designer / Citrix

Remote / May 2022 – Current

- Design and deliver SaaS based experiences as the main designer for Citrix Cloud, XenServer, and Secure Developer Spaces; servicing over 16 million users.
- Create human-centered flows and experiences; driven by wireframes, prototypes, and annotated design specifications.
- Conduct user research to validate my design decisions and guide user journeys.
- Define, maintain, and evolve Citrix's comprehensive design system, JuiceX.
- Lead and partner with product managers and engineers to oversee the user experience of our initiatives from conception until launch.
- Lead workshops and critiques to solicit feedback from the product team, improve design standards and streamline product pipelines.
- Create mockups and visual aids to represent work to leadership.

UI/UX Designer / Nextpoint Design

Grand Rapids, MI / Sep 2020 – May 2022

- Delivered digital products and experiences for clients from different industries such as automotive, print, and construction.
- Led an iterative design process from conception to release for an automotive digital product; creating wireframes, prototypes, and final design specifications.
- Created and maintained visual systems for color management platforms.
- Managed multiple deadlines and fit in seamlessly with different development and product teams to drive delivery.
- Conducted user research to translate data into solutions and improvements.
- Refined vision-work into executable roadmaps and provided product design structure for clients and their cross-disciplinary teams.

Lecturer / University of Michigan - College of Engineering

Ann Arbor, MI / Aug 2024 – Current

- Teaching the course ENTR405 Digital Product Design (under the Center for Entrepreneurship) as the only instructor, with ~45 undergraduate and graduate students each fall and winter semester.
- Deliver weekly lectures on the topics of digital product design, entrepreneurship, and the technology industry.
- Plan, evaluate, and revise course content, material, and methods of instruction; including the syllabus, quizzes, lectures, and weekly assignments.
- Evaluate and grade each student's projects, participation, and portfolios.
- Initiate, moderate, and facilitate classroom discussions to promote hands-on application of knowledge and a collaborative learning environment.

EDUCATION

University of Michigan,

Ann Arbor

BA in Art & Design

Minor in Multidisciplinary Design

SKILLS + TOOLS

UI/UX

Figma, Sketch, Adobe XD, Zeplin, Protocie, Invision Studio, Framer X, Webflow

Motion/Interaction

Adobe AfterEffects, Adobe Premiere Pro, Final Cut Pro

Visual/Graphic

Adobe Photoshop, Adobe Illustrator, Procreate, Heavypaint, Krita

3D

Rhino 3D, Spline, Unity 3D

Languages

HTML5, CSS3, Javascript