

DIANNE TING

PRODUCT DESIGNER

PROJECTS

Product Designer miirr.ai	Aug 2025 – Sep 2025
- Situation: miirr.ai, an early-stage AI startup, needed to transform the founder’s abstract vision of an AI-powered tool for fashion buyers into a tangible product concept and demo—on a one-month timeline. - Action: Acted as the sole designer, collaborating directly with the founder. Translated abstract ideas into two AI-driven workflow demos and a software dashboard UI. Defined the product’s information architecture, created user personas, and developed a cohesive design style. Designed and launched the landing page to support investor outreach and early product visibility. Drew on prior marketing and retail experience to ensure workflows aligned with real buyer needs. - Result: Delivered a demo-ready prototype in one month, enabling the founder to confidently pitch to investors with a tangible product rather than abstract concepts. Established the foundational UX assets and software architecture that guided miirr.ai’s next phase of development.	

UX Researcher & Designer / GSoC 2025 Mentor Extralit	June 2024 – July 2025
- Situation: Extralit, an AI-powered research tool for scientists and clinicians, needed a complete redesign to improve usability, engagement, and visual clarity across platforms. - Action: Led the end-to-end redesign using user-centered methods, including stakeholder interviews and usability testing, to surface key interaction and accessibility issues. Designed wireframes and interactive prototypes to streamline workflows and reduce friction. Built and launched a fully responsive landing page to improve discoverability and support multi-device use. Established a cohesive visual identity and UI components for a scalable design system. Selected as a mentor for Google Summer of Code (GSoC) 2025, supporting a contributor in implementing UX/UI improvements and collaborative design workflows. - Result: Enhanced clarity and usability in early testing, increasing user satisfaction by 40%. The new landing page improved visibility and engagement, while reusable design patterns and documentation accelerated development and positioned the product for future growth.	

WORK EXPERIENCE

UX Designer Intern Appy.yo	Jul 2023 – Aug 2023
- Facilitated end-to-end user research for a new product concept, engaging 66 participants via the internet to analyze mental models, uncover user needs, which influenced 12 design decisions. - Conducted user research and usability testing over 1 month, extracting insights to inform iterative design solutions, ensuring alignment with user needs, business goals, and technical constraints, to improve user efficiency. - Enhanced the mobile app’s user flow by developing three personas and journey maps, designing 45+ wireframes and prototypes in Figma to improve clarity, support task completion, and align with target audience needs and stakeholder goals. - Translated research data into seven strategic recommendations, which informed design improvements, ensured alignment with user needs and business goals, and established a strong foundation for future iterations.	

CONTACT

- Seattle, WA
- +1 682-283-0962
- [email →](#)
- [linkedin →](#)
- [portfolio →](#)

EDUCATION

Arizona State University
M.S., User Experience

GPA 4.0
Jun 2022 — May 2024

SOFTWARE

- Figma
- Adobe CC (Ai, Xd, Id)
- Based 44
- Squarespace
- Framer
- Procreate

DESIGN SKILLS

- UX/UI Design
- UX Research
- Journey Mapping
- Heuristic Evaluation
- Persona Development
- Information Architecture
- Design Systems
- Prototyping
- Responsive Design
- Graphic Design
- Digital Accessibility
- Website Development

SOFT SKILLS

- Story Telling
- Communication
- Interdisciplinary Collaboration
- Project Management
- Information Organization
- Competitive Analysis