# TIANYI (Kelly) PENG

### Product Designer | SaaS /B2B2C

**EXPERIENCE** 

#### Al Agent Product design intern

**OC** Bridge

Lead AI Recruitment service

07/2025 - Present San Jose, CA

06/2025 - Present New York City, NY

06/2023 - 08/2023

Shanghai, China

- Designed AI-powered SaaS B2B2C recruitment platform UX serving global firms across 16 countries
- Built comprehensive design system from scratch with reusable components, reducing design-to-development time
- Collaborated with CEO and engineering team to create transparent AI candidate matching interfaces for enterprise clients
- Conducted recruiter user research to optimize AI workflows, improving user trust in automated screening by 30%

### Al Product Manager

Holomix LLC ( Mountex.net )

**IT Consulting Service** 

- Led Al-powered B2C marketing visual tool from MVP to launch, serving content creators with automated design generation
- Built 60+ template system across marketing verticals, informed by creator user interviews and competitive research
- Collaborated cross-functionally to optimize UX for content creation workflows, improving creator retention by 10%

# User Experience Designer

**Simon** 

B2B2C Smart Home App

- Redesigned Simon Smart's mobile UI from device-first to scene-first automation for intuitive control
- Conducted competitive analysis to identify UX gaps in smart home products, informing differentiated design opportunities
- Introduced animated scene cards (e.g. Sleep, Leave) for multi-device orchestration via one tap and it improved user satisfaction by 15%

#### **Product Design Intern**

06/2022 - 08/2022 Remote

#### Think Pacific x Fiji National Kidney center

- Rebranded the Fiji National Kidney Center with a unified visual identity and built a responsive website to expand patient access and improve health service visibility.

# Graphic User Interface Design Intern ASML

03/2021 - 08/2021 Shenzhen, China

- Built modular UI components and interaction patterns for an internal developer tooling dashboard, supporting workflow efficiency across engineering teams
- Created UI/UX design guidelines to standardize interface behavior and visual language across multiple internal tools
- Recognized as one of the Top 8 Best Supporters in Q2 2021 for significantly enhance Dev- Product Team collaboration and execution

PROJECTS

#### **Product Designer**

#### T-Mobile | UW Capstone Project

02/2025 - Present

- Designed a clinician-facing SaaS dashboard to visualize IoT rehab data, streamline patient collaboration, and improve task success by 25% through iterative testing.

#### Product Designer, User Researcher

08/2023 - 12/2023 New York City, NY

#### Weill Cornell Medicine | Cornell Tech Studio Project

- Led UX research and design for an AI insurance platform for seniors, improving decision flow clarity and increasing task success by 25%.

#### **EDUCATION**

#### MS in Technology Innovation (MSTI)

#### **University of Washington**

10/2024 - 03/2026 Seattle, United States

concentration in User research and Human- Computer Interaction

#### Bachelor of Arts in Communication Design

#### Parsons School of Design

05/2020 - 08/2024

NYC, United states

Dean's List recipient for five semesters Graduating with Honors 3.86/4.0

## Cornell Tech, Visiting Student

Cornell University NYC, United states

08/2023 - 05/2024

4.2/4.0

#### **PUBLICATION/ EXHIBITION**

#### IFLA World Library & Information Congress

Rotterdam, Netherlands

[1] Weidong Zhang, [2]Xipeng Chen, [3] Tianyi Peng, "Noah's Ark – Support children in vulnerable situations with equal library access to read" - IFLA poster section https://2023.ifla.org/poster-sessions/ - Number 74

#### **BFA Thesis Exhibition**

**Parsons School of Design** 

05/2024 NYC, United states

#### Parsons Alumni Exhibition

**Parsons School of Design** 

06/2024 NYC, United states

#### **SKILLS**

# Design

Figma, Unity, CAD, After Effect (self-taught), Adobe suite, Adobe Photoshop, Adobe Indesign

### Programming

HTML, CSS, JavaScript, P5.JS, python Arduino, C#

#### Design Blog

Medium Design Ideas and UX research Blog