




Mengyu Cao (MC)

Sr. Product Designer

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 929.422.9125

Skills

UI/UX Design
Interaction Design
Visual Design
Storytelling
Prototyping
Wireframing
User Testing
Branding

Tools

Figma
Photoshop
Illustrator
Indesign
After Effects

Education

MFA in Design & Technology, *Parsons School of Design*

2015 – 2017,
New York, NY

BFA in Visual Communication, *Beijing Institute of Graphic Communication*

2011 – 2015,
Beijing, China

Experience

Sr. Experience Designer, *Autodesk*

Jun 2022 – Present • San Francisco

- Led end-to-end design for AutoCAD across web, mobile, and desktop platforms, ensuring consistency and usability at scale
- Collaborated cross-functionally with product, engineering, research, and analytics teams across multiple products to deliver the unified One Autodesk experience
- Drove user-centered design through qualitative and quantitative research, usability testing, and product analytics, resulting in measurable product improvements

Sr. Product Designer, *Everly Health*

Jun 2021 – Jun 2022 • San Francisco

At-home sample collection & lab testing experience

- Lead design to deliver a better test results experience for both direct consumers and enterprise users
- Work with the research team & analysis team closely to redesign the results experience
- Lead design initiative to push a more user-centered design culture

Product Designer, *Core Wellness*

July 2019 – June 2020 • San Francisco, CA

- Redesigned the Core Meditation app from Beta to Launch (Including onboarding, quick start home page, content library, meditation playing, post-meditation analysis, data visualization, meditation history, profile, illustration, physical device connection)
- Designed from ideation, sketch, user flow, to prototype, user testing, and iterations
- Built the Design Language System for the Core app
- Teamed up with two PMs, one meditation expert, three iOS engineers, and one firmware engineer to deliver the app launch
- Worked with the Art director on Core e-commerce website, marketing & social design

Product Designer, *Shiseido Americas Corporation*

Dec 2017 – June 2019 • Cambridge, MA

Worked in the Technology Innovation Department

- Launched Buxom Try-On iOS App and Shiseido Makeup Try-on website
- Designed virtual makeup try-on experience with AR (Augmented Reality) technology
- Delivered UI/UX Design for digital products and interior tools on multiple platforms
- Created virtual makeup templates and work with engineers to implement them into life

UI/UX Designer, *Clade & Co*

Jan 2017 – Jan 2018 • New York, NY

- Launched Clade – Private iOS Mobile App
- Conducted competitive analysis and user research to drive design solutions
- Designed from concepts and storytelling, sketch, user flows, to iterations, user testing, and final deliveries
- Delivered pixel-perfected & consistent interface design
- Collaborated with PMs, designers, and developers

Awards

2021 German Design Award Special
2021 2021 Indigo Awards, Gold in Calligraphy
2020 A' Design Award Winner
2020 American Graphic Design Awards
2020 C2A Honorable Mention

Press/ Publications

2020 Designboom, GDUSA
2017 Lunhui: Upcycled Creations, ACM Digital Library