Mengyu Cao (MC)
Sr. Product Designer

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✂ Skills

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

Tools

Figma
Sketch
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, contributing to strategic alignment and delivering a cohesive 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
-Led design efforts to improve the test results experience for both direct-to-consumer and enterprise users
-Partnered closely with research and analytics teams to redesign the results experience based on user insights and data
-Drove design initiatives to strengthen a user-centered design culture, influencing product decisions and team practices

Product Designer, *Core Wellness*

July 2019 – June 2020 • San Francisco, CA

-Led the redesign of the Core Meditation app from beta to public launch, covering end-to-end experiences including onboarding, home, content discovery, post-session insights, data visualization, history, profile, illustrations, and physical device connection
-Drove the full design process from ideation and sketching to user flows, prototyping, testing, and iteration, ensuring a cohesive and user-centered experience
-Established the Core app's Design Language System, enabling consistency, scalability, and faster iteration across the product
-Collaborated with cross-functional partners, including two product managers, a meditation expert, three iOS engineers, and a firmware engineer, to successfully deliver the launch

Product Designer, *Shiseido Americas Corporation*

Dec 2017 – June 2019 • Cambridge, MA

Worked in the Technology Innovation Department
-Launched the Buxom Try-On iOS app and Shiseido Makeup Try-On website
-Designed AR-powered virtual makeup try-on experiences, leveraging augmented reality technology
-Delivered UI/UX design for digital products and internal tools across multiple platforms
-Created virtual makeup templates, partnered with engineers to bring them into production

UI/UX Designer, *Clade & Co*

Jan 2017 – Jan 2018 • New York, NY

Launched Clade, a private iOS mobile app
-Conducted competitive analysis and user research to inform and drive design decisions
-Led design from concept and storytelling through sketching, user flows, iteration, user testing, and final delivery
-Delivered pixel-perfect, consistent interface design
-Collaborated closely with PMs, designers, and developers

🏆 Awards

2021 German Design Award Special
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