YUWEN CHEN

Product Designer | UX Designer | Open to relocate
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SUMMARY

Product designer with shipped fintech experience at Bybit, hardware and software prototyping with on-device machine learning, and an AI-native UX design process built on vibe coding. MS in Technology Innovation candidate at the University of Washington, graduating March 2027.

EXPERIENCE

Bybit (Global Cryptocurrency Exchange) Nov 2023 – Jun 2024
UI & UX Intern, Non-Trading UED Team | Shanghai, China

- Localized the fiat deposit journey for Polish users by integrating BLIK, Poland's most popular payment method, across app and web, launching in under two months; the channel recorded **11,730+ orders and $240K+ in deposits** by June 2024.
- Improved deposit efficiency by consolidating currency, amount, and payment method selection **from 3 steps into 1 screen** and remembering the last currency used, to reduce drop-off and time on task.
- Improved payment clarity by redesigning BLIK guidance into **step-by-step visual instructions** for the bank app handoff, based on UX research findings.
- Reduced deposit risk by **moving compliance checks earlier in the user journey**, adding an early-notice alert and a dedicated document upload entry so users could clear multi-day manual reviews before reaching payment.
- Contributed to the **design system** by building components within the shared library with design and engineering partners, and ran design QA through launch.

PROJECTS

T-Mobile Sponsored Launch Project Oct 2026 – Present
Product Designer | University of Washington

- Lead user interviews with **4 rural dog owners** and outreach to **3 animal shelters** to understand how lost dogs are tracked and recovered.
- Coordinate team research tasks and **lead sponsor meetings with T-Mobile** to align on requirements, moving the project from research toward an MVP.

SafeDrive Mar 2026 – Jun 2026
Individual Project, Hardware, ML and App Design | University of Washington

- Turned a personal pain point, uncomfortable rides with friends behind the wheel, into a driving feedback system that lets drivers feel what passengers feel through **real-time voice and motion feedback**, with no screen reading required while driving.
- Designed the end-to-end app experience, including onboarding, post-drive report, and weekly journal, and built the working prototype through **vibe coding with Claude Code and Codex**.
- Achieved **79% validation accuracy and 6.01 ms on-device inference** per window by collecting 1,729 labeled sensor windows from real driving, comparing 5 model configurations, and deploying an INT8 neural network on an ESP32-S3.
- Identified next steps toward market: testing with individual drivers, then ride-hailing and taxi drivers, plus CarPlay integration.

EDUCATION

University of Washington Sep 2025 – Mar 2027 (expected)
Master of Science in Technology Innovation

Shanghai Jiao Tong University Sep 2021 – Jun 2025
Bachelor of Design

Exchange: University of Sydney (Jul – Nov 2024); Korea University (Jun – Jul 2024)

SKILLS

Design: UX Design, Product Design, Interaction Design, User Research, Usability Testing, Information Architecture, Wireframing, High-Fidelity Prototyping, Visual Design, Design Systems

AI-Native Design: AI-Native UX Design Process, Vibe Coding, Human-in-the-Loop Workflows, Claude Code (built yuwen25.com, an interactive desk-style portfolio), Claude Design, Codex

Development: HTML/CSS, Python, Arduino, TinyML, Edge Impulse

Tools: Figma, Adobe Creative Suite, Cinema 4D, Unity