

Tate Yeung

Product designer who loves discovering why

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EDUCATION

California Polytechnic State University, San Luis Obispo

Bachelor of Science, Graphic Communication

Concentration in UX/UI Design

Interdisciplinary minor in Ethics, Public Policy, Science, and Technology

EXPERIENCE

Product Designer

Upperstudy * career accelerator / product design agency

Bedrock * speculative internet-native operating system

- Interpreted user needs + behaviors to ideate blue-sky solutions in the form of mockups and prototypes, while satisficing with lower budget; produced iterative variants to aid the small engineering team in delivery.
- Explored problem spaces, rapidly iterating on novel mechanics to elegantly reconcile usability with the complexity of a new paradigm.

Teal * personal career growth SaaS

- Established a new design system, incorporating and modernizing the existing design language and branding.
- Designed features that solve pain points of job searchers and bring the platform up to feature parity with competitors.

Paramark * marketing analytics SaaS

- Designed and developed a marketing landing page on Framer.

November 2022 – September 2023 * Remote * Case study: tty.ng/bedrock

UX Design Intern

Dwolla * banking API

- Designed a new interaction pattern that resulted in 50% reduction of client onboarding time. (Featured in case study tty.ng/dwolla)
- Collaborated cross-functionally to discover problem spaces and ideate solutions.
- Created UI + UX of a testing environment that educates + demonstrates the product (an API) to end users (developers). Collaborated with developer advocates.
- Audited accessibility of components in the core design system. Specified + advocated for improvements.

April 2021 – September 2021 * Remote * Case study: tty.ng/dwolla

UI/UX Designer (volunteer)

Circle K International * community service organization

- Founded UI/UX design position, advocated for the member (customer) experience
- Designed UI + UX of a new app for a convention with > 700 attendees with a continuous handoff feedback loop with developers.

May 2018 – March 2020 * Remote * Case study: tty.ng/portal

Intern

Cal Poly, University Graphic Systems * print shop

- Designed a paper inventory management solution using user feedback to optimize for usability and speed.

Fall 2019 * San Luis Obispo, CA

Communications and Marketing Lead

Circle K International * community service organization

- Launched the first cohesive branding strategy: Created a graphics system for use in ads, email campaigns, and presentation decks.

April 2017 – March 2018 * Pasadena, CA * Samples: tty.ng/graphics

UI Design Intern

iDigBrand * digital agency

- Designed multilingual website UI for the launch of an American client's booking system for Chinese audiences on WeChat.

Summer 2016 * Diamond Bar, CA