

Kyle Ng

Senior UX/UI Designer

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PROFESSIONAL SUMMARY

Senior UX/UI Designer with 6+ years of experience bringing generative AI-powered products to market across web and mobile platforms. Mission-driven creative problem solver with a proven ability to envision the future of AI — translating emerging AI research into tangible, high-impact product surfaces and functional prototypes from concept to execution. Experienced leading large-scale design initiatives that challenge industry best practices, operating with a PM mindset to drive complex projects and influence long-term product strategy. Expert in vibe coding, rapid prototyping, user-centered design, and building new interaction models and design systems within fast-paced, cross-functional organizations. Passionate about thoughtfully co-designing technology that creates measurable impact for people and society.

CORE COMPETENCIES

Generative AI Product Design	Envisioning & Visionary Design	Interaction Design & Interaction Models
Vibe Coding & Rapid Prototyping	Design Systems Development	AI-Enabled UX & Conversational UI
User Research & Deep Listening	Cross-Functional Leadership (PM Mindset)	Accessibility & Inclusive Design (WCAG)

PROFESSIONAL EXPERIENCE

Photon | Senior UX/UI Designer

April 2022 – Present | New York, NY

- Led end-to-end design of generative AI-powered products from concept to execution — envisioning next-generation user experiences across web and mobile, establishing new interaction models and design systems that shaped long-term product strategy for multiple enterprise clients.
- Designed and shipped a generative AI wellness assistant — translating emerging AI research into a tangible, high-impact product surface with rich conversational interaction models; leveraged vibe coding and rapid prototyping to validate and iterate on novel UX patterns at speed.
- Led a major AI design initiative building a generative Storybuilder tool for sales and research teams — operated with a PM mindset to drive the project from initial concept to shipped prototype, challenging industry conventions and directly influencing business strategy and revenue outcomes.
- Architected a comprehensive Figma design system with component libraries, achieving 85% adoption and 70% reusability — establishing scalable interaction paradigms that reduced production time and elevated design quality across cross-functional teams.
- Partnered with product managers, engineers, and external stakeholders in a cross-functional quad model to define product vision, establish success metrics, and ship AI-assisted features at scale — presenting design rationale clearly in exec-level reviews and influencing high-level roadmap decisions.
- Applied user-centered design methods and deep listening exercises with practitioner communities to ground product features in real-world needs; championed WCAG accessibility standards to ensure inclusive, high-impact experiences across diverse user populations.

RoutedCare | UX/UI Designer

February 2021 – April 2022 | New York, NY

- Designed user-centered digital healthcare products, applying interaction design principles and rapid prototyping to simplify complex workflows across web and mobile — translating ambiguous user needs into intuitive, functional product experiences with measurable impact.
- Built foundational design systems and interaction models that scaled with the product from startup to enterprise — collaborating closely with engineering (leveraging HTML/CSS knowledge) to improve feasibility and accelerate time to delivery by 10%.
- Conducted user research and usability testing with practitioner communities, incorporating feedback into iterative design cycles and driving a 20% increase in conversion rates through evidence-based, outcome-centered design decisions.

Kylengdesign.com | Freelance UX/UI Designer

April 2020 – February 2021 | New York, NY

- Envisioned and delivered end-to-end UX and interaction design solutions for clients across Fashion, Health, and Food industries — creating wireframes, high-fidelity prototypes, and functional mockups from concept to execution across web and mobile platforms.

SKILLS & TOOLS

Design Tools: Figma (Expert), Figma Make, Vibe Coding Tools, Sketch, Adobe Illustrator, Adobe Photoshop

UX & Interaction: Interaction Design, Interaction Models, User-Centered Design, Wireframing, Rapid Prototyping, High-Fidelity Mockups, Journey Mapping, Information Architecture

AI & Emerging Tech: Generative AI Product Design, AI-Enabled UX, Conversational UI, Emerging AI Research Synthesis, Prompt Design

Research Methods: User Research, Deep Listening, Usability Testing, Maze, UserTesting.com, Data-Driven Design

Design Systems: Component Libraries, Design Language Systems, Interaction Paradigms, Scalable Design Systems

Collaboration & Technical: Miro, Jira, HTML, CSS, Agile / Iterative Design Process, Cross-Functional Leadership

EDUCATION

DesignLab | *UX Academy*

Sept 2021 – March 2022 | New York, NY

Brooklyn College, City University of New York | *B.S., Health and Nutrition Sciences*

May 2015 | New York, NY

LANGUAGES

English (Fluent) | Cantonese (Native) | Mandarin (Fluent)