

Mengyao Wang (Mona Wang)  
UI/UX Designer | Interaction Designer | Pasadena, CA  
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ArtCenter College of Design, Interaction Design, Bachelor, Expected May 2026

## PROFESSIONAL EXPERIENCE

January 2025 - April 2025

BEIJING LULANG SOFTWARE CO., LTD

BEIJING, CHINA, UI Design & UX Design & Interaction Designer, Intern

Interaction Design: Planta (Global Version) – A plant identification & community mobile app for international markets.

Overseas Design Strategy: Lead the design adaptation for the global market launch, focusing on localizing the user experience for diverse cultural contexts while maintaining core functionalities like AI-

based plant ID and community forums.

Quantitative Impact: Achieved a 25% increase in 7-day user retention and a 30% boost in daily active usage by optimizing the "Community" and "Plant Care" modules based on user feedback.

End-to-End Execution: Managed the full product design lifecycle from conceptualization to developer; established a visual system that enhanced brand recognition overseas.

## SELECTED PROJECTS

SCREENBRIDGE (CEDARS-SINAI COLLABORATION)

Product Designer & User Experience Researcher & Interaction Designer (In a team of 4)

Context: A collaborative project with Cedars-Sinai Cancer Center to address health disparities in underserved communities.

Solution: Design a digital management system for "Patient Navigators" to streamline the tracking of community members, identifying and resolving barriers to care (transportation, insurance, language).

Impact: Optimized the work flow for care coordination, helping navigators more effectively guide patients

from initial outreach to completed cancer screenings.

MPAA (NON-PROFIT ARTS PLATFORM)

Interaction Designer & Promotional Video Maker (In a team of 3)

Interaction Design: Designed a multi-platform experience connecting emerging artists with critical funding

opportunities and community resources.

User Engagement: Conducted user research to identify pain points in grant application processes and developed a streamlined interface to reduce friction for applicants.

Content Strategy: Created a promotional video and visual content strategy that articulated the platform's mission, enhancing brand visibility.

## SKILLS

Figma, ProtoPie, Adobe Creative Suite (Photoshop, Illustrator, After Effects), Sketch, Wireframing, User Centered Design, Human Centered Design, User Friendly interface Design, Product Design, Logical Thinking, Human Computer Interaction(HCI), Cross Team Collaboration, Design Thinking, Design Standards, Quantitative/ Qualitative Data Analysis, Design System, Case Studies, A/B Testing, Low/ High Fidelity Prototypes, User Flows, information architecture, User Interviews, User Research, Usability Testing, Persona Development, Competitive Analysis, Service Blueprints, Front End Development(HTML/CSS/Javascript ), AIGC Tools (Midjourney, Lovart, Stable Diffuse), Motion Design, English (Professional), Chinese/Mandarin (Native)