

VICKY YAN

Product Designer

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A designer focused on applying AI and emerging technologies to develop intuitive, human-centered products and experiences.

EDUCATION

University of California, Berkeley

Master of Design, 2026-present

University of Toronto

BA in Architectural studies

minor in Mathematics

Class of 2026

SKILLS

Design

Wireframing
Rapid Prototyping
User Research
Design thinking
Storyboarding
Sketching

Technical

Adobe Creative Suit
Invision
Keynote
Python / javascript
html/CSS
P5.js / touchdesigner
Rhino / Revit / AutoCAD

RECOGNITION

Trotsky Bridge competition

First place for ultimate load

UC Berkeley

Mdes Distinguish Scholar

University of Toronto

Certificate in Sustainability of

the Built Environment

Dean's List Scholar 2023-26

EXPERIENCE

Digital Experience Designer | UC Berkeley

Berkeley, CA | Aug 2026 - Apr 2026

Incoming digital designer at Jacobs Institute for Design Innovation this fall.

Design Executive | Troitsky Bridge Building Team

Berkeley, CA | Aug 2025 - Apr 2026

Led a multidisciplinary team of designers and engineers through research, ideation, prototyping, and fabrication. Translated ideas into feasible solutions through rapid prototyping and load simulations. Supervised 7 teams through the design process, facilitating feedback, and helping teams translate project requirements into feasible design approach.

Design Prototyping Assistant | John H. Daniels Faculty

Toronto, ON | Sep 2024 - May 2025

Advised students in shop with prototyping and fabrication methods using CNC fabrication, laser cutting, and 3D printing, adapting technical guidance to different project requirements while facilitating hands-on problem solving and design iteration.

Spatial Experience Designer | ZAD!

Zhuhai, Guangzhou | Jun 2023 - Aug 2023

Conducted user research and developed visual storytelling strategies to communicate design concepts to non-professional stakeholders. Translated client requirements and programmatic needs into design solutions for the adaptive reuse of a 5,000 m² COVID hospital into a kindergarten.

PROJECTS

Unruly Intelligences: Body, Tools, AI | Exhibition Participant

BLOCK/SKETCH | Dec 2025

Designed an AI tool that transforms physical modeling into real-time generative exploration, connecting tangible play with digital imagination.

Embodied Cognition | Oct 2025

Designed interface allowing participants to control custom shapes and colors through real-time hand movements to visualize community engagement.