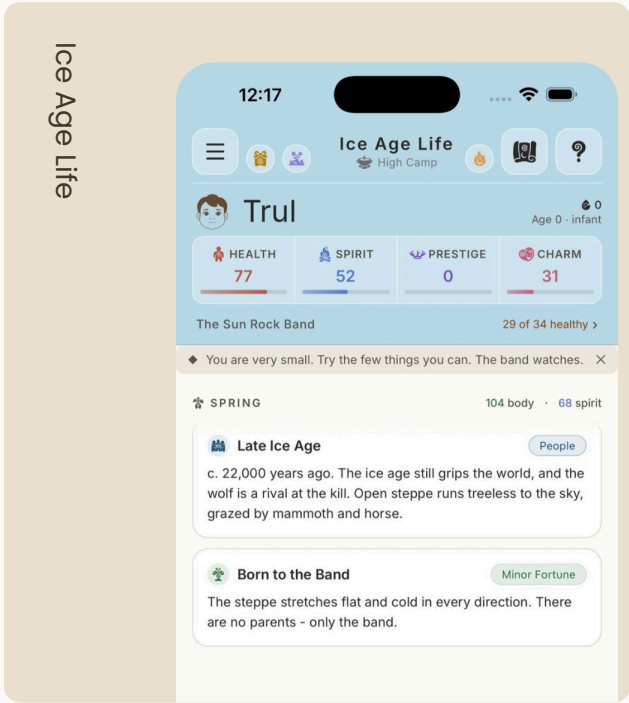
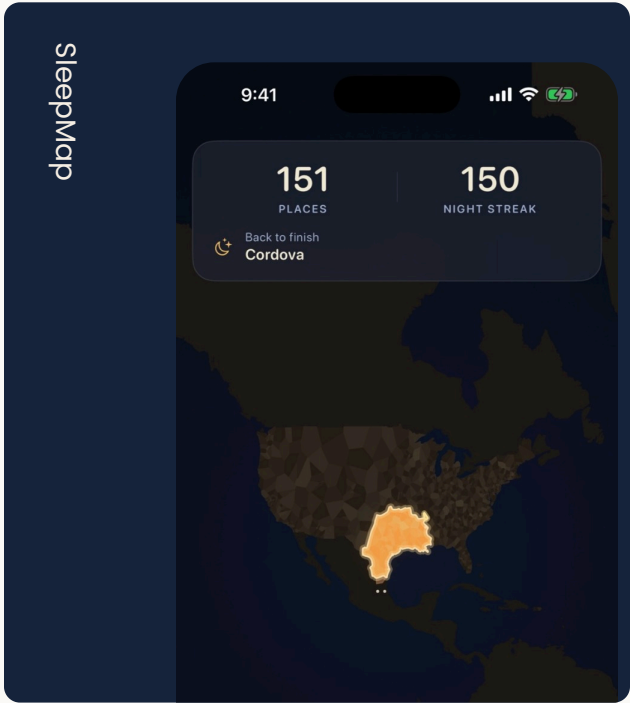
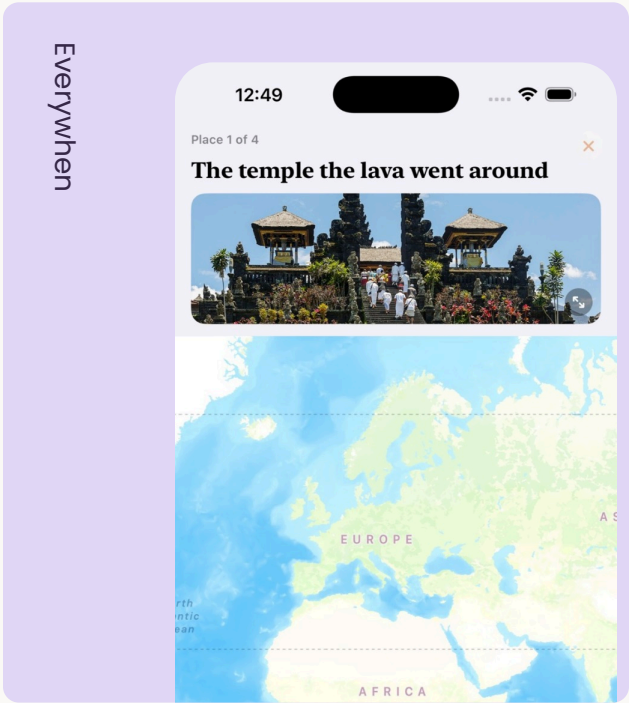
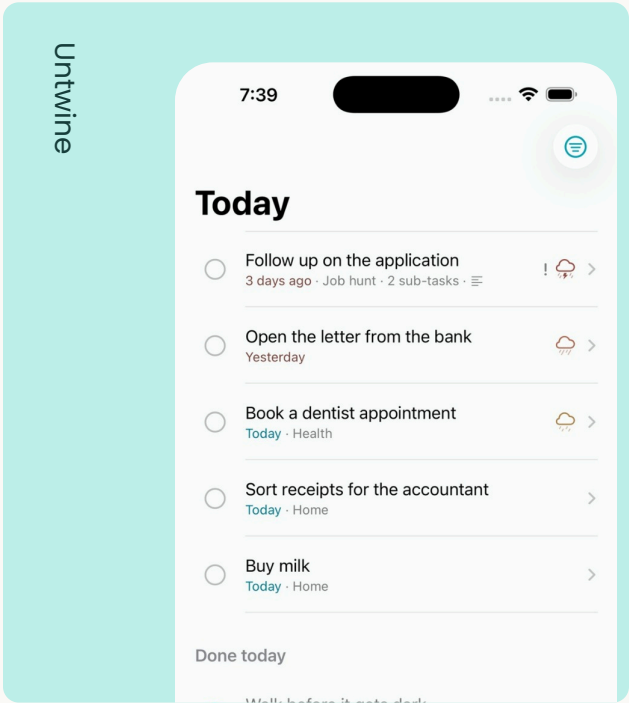


Care in the details. Clarity in the whole.

Thoughtful interactions. Expressive visual systems.
Products designed and built from the inside out.



Different worlds. The same attention to craft.

01 / iOS & macOS

Untwine

Can naming the feeling make a task easier to approach?

Product design, visual identity & implementation

02 / iOS

Everywhen

How do you give open-ended curiosity a satisfying daily shape?

Product design & implementation

03 / iOS

SleepMap

Can a habit feel inviting without making a missed night feel like lost work?

Product design & implementation

04 / iOS

Ice Age Life

How can a rich simulation remain understandable one decision at a time?

Interface design, implementation & icon art direction

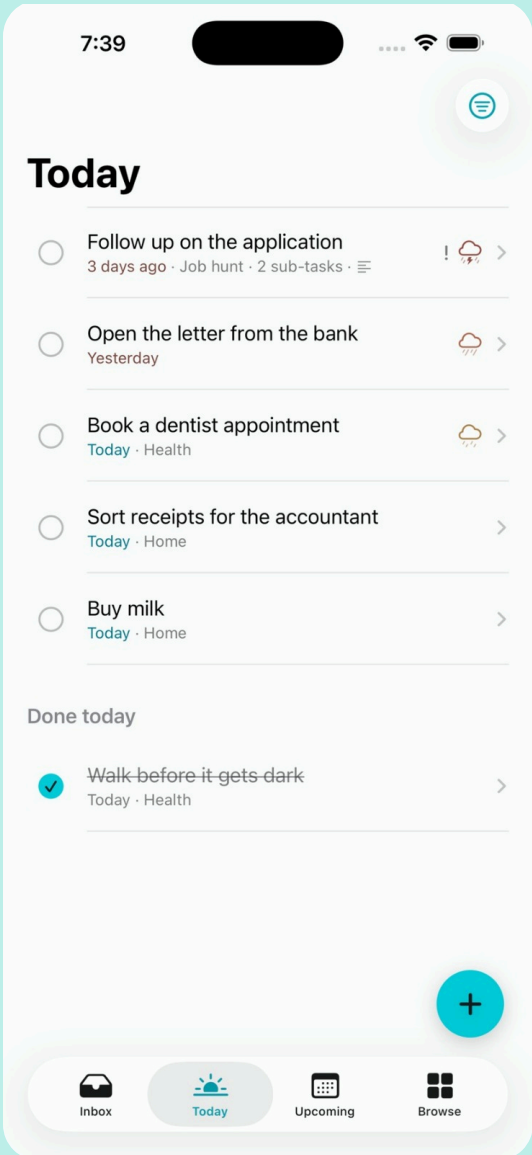
Independent product work. The following pages describe implemented behavior, design intent and open research questions; no measured user outcomes are claimed.

Make room for the hard part.

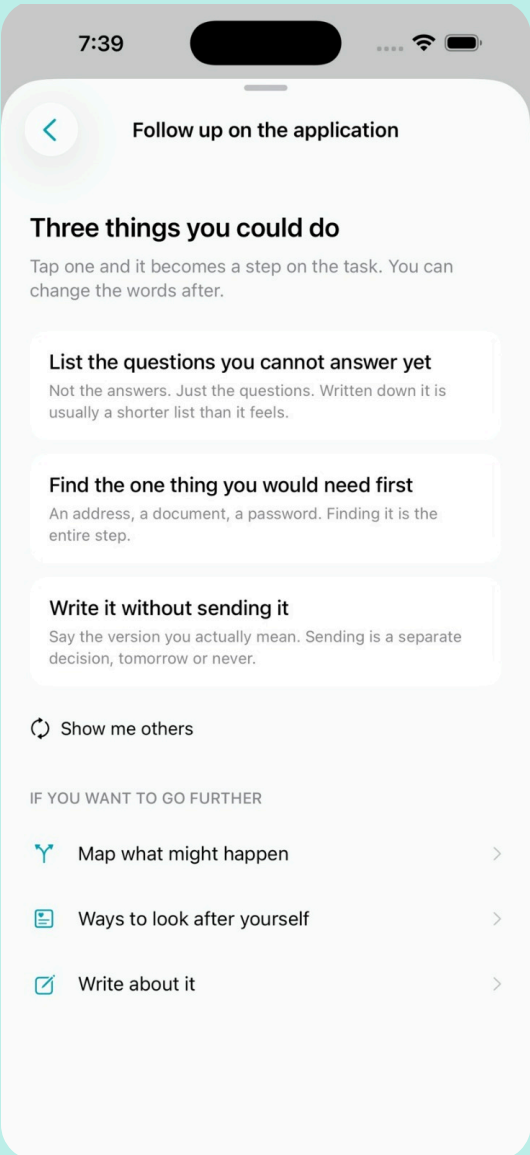
A task can be quick and still feel impossible. Untwine makes that distinction visible, then offers a gentle way forward.

The design challenge

A productivity interface should help someone approach a task without turning discomfort into another performance score.



Today: a familiar list with room for emotional context.



Support at the point where a task gets stuck.

The feeling belongs to the task.

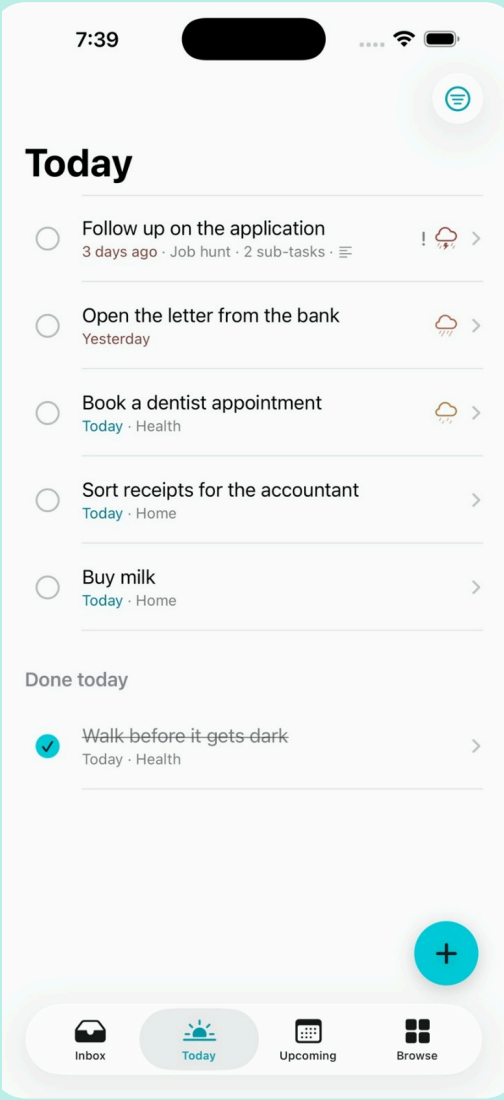
Emotional difficulty sits alongside priority and effort. Weather symbols give that feeling a compact visual language.

Separate the dimensions

Urgency, effort and emotional weight answer different questions.

Pair symbols with language

Weather is a metaphor, not a diagnosis. Labels make the meaning explicit.



Weather lives with each task, where it can inform the next choice.

Offer a smaller next move.

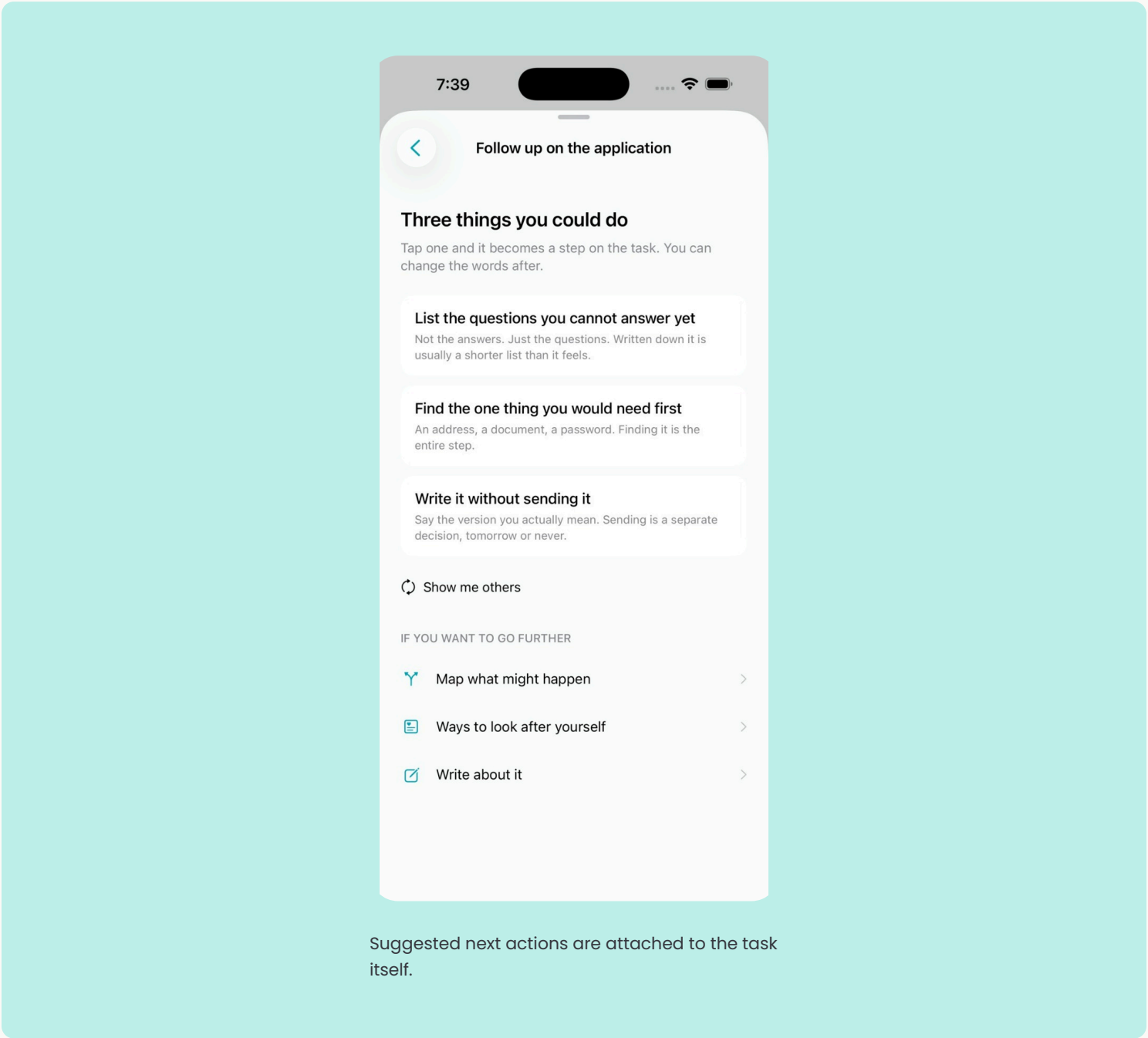
When a task is difficult, the interface opens possibilities: find a small action, make space, or set it aside.

Lower the commitment

The next step can be smaller than finishing the task.

Keep agency visible

Suggestions support a choice; they do not prescribe one correct response.



Two endings. Equal care.

Completing a task and choosing to stop receive the same final swan mark. The identity belongs to the experience, not to a reward.

Before

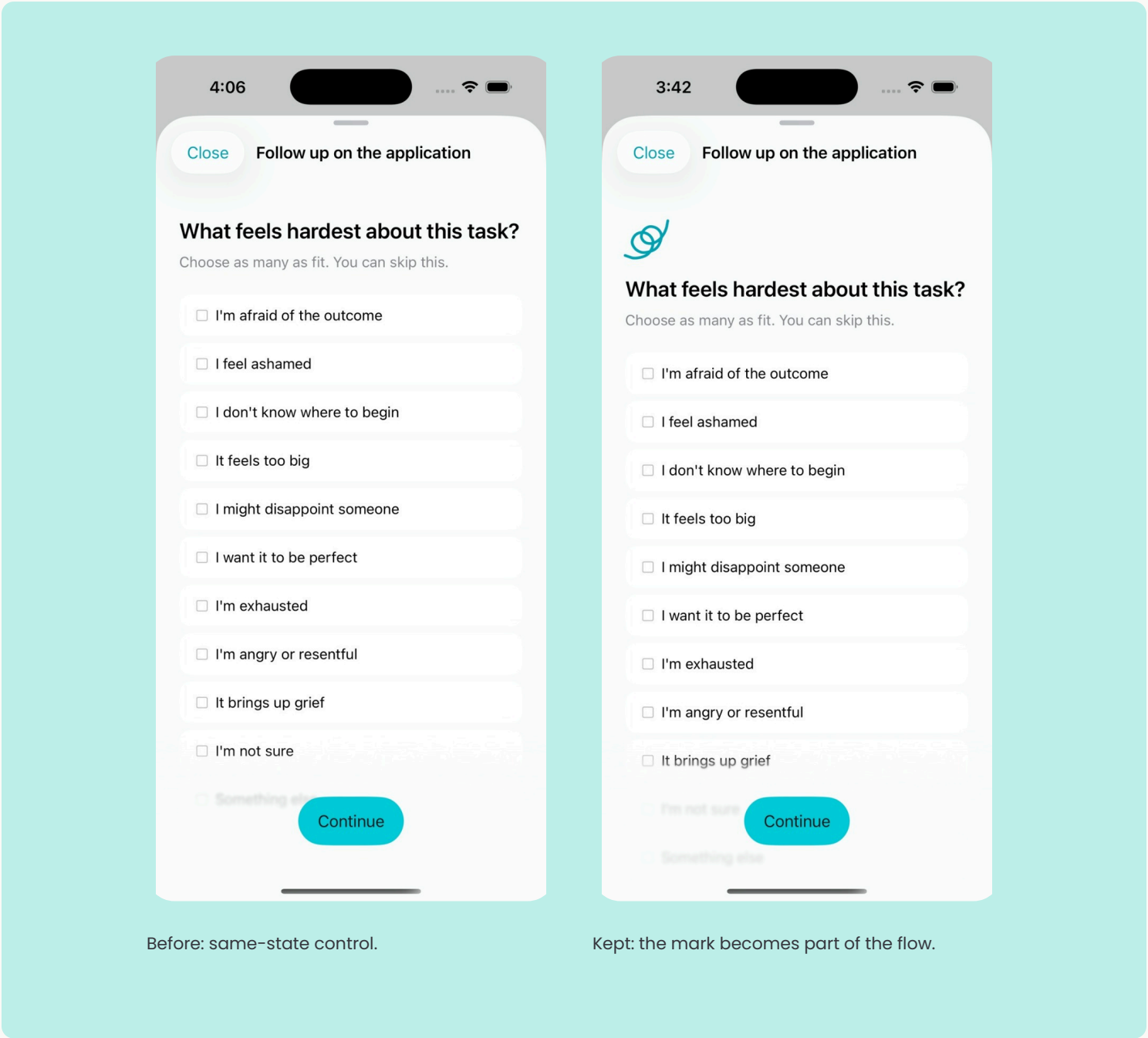
The flow used its earlier header treatment.

Kept iteration

A small morphing mark follows the flow. All three swan variants were retained after controlled visual comparison.

A deliberate constraint

No celebratory hierarchy between completion and setting aside.



One character, two platforms.

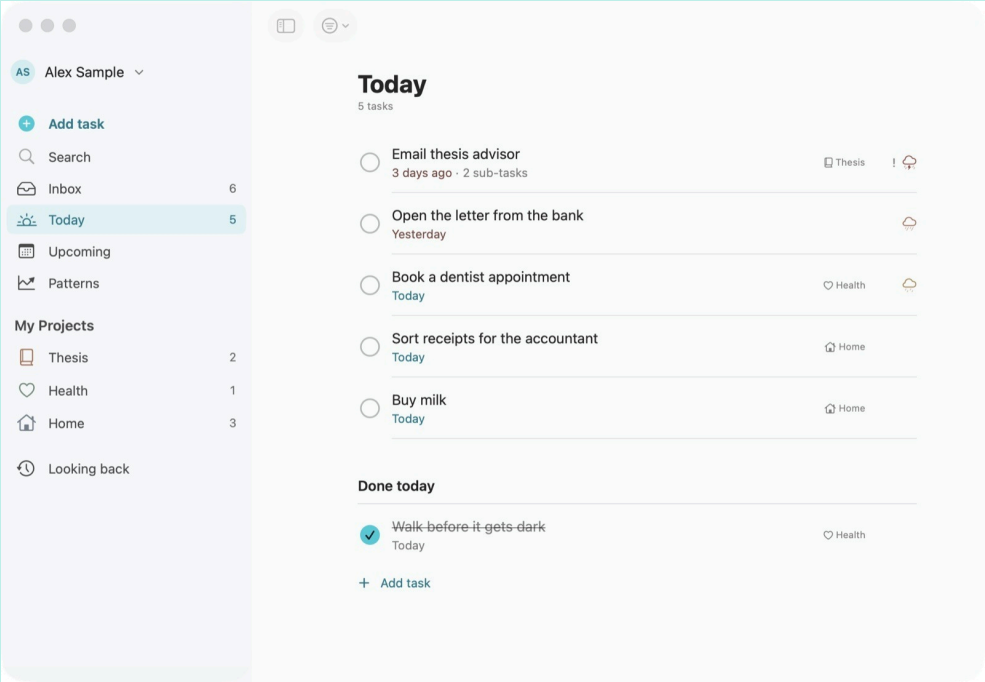
A quiet visual language travels from a compact phone list to a spacious desktop workspace.

Consistency without duplication

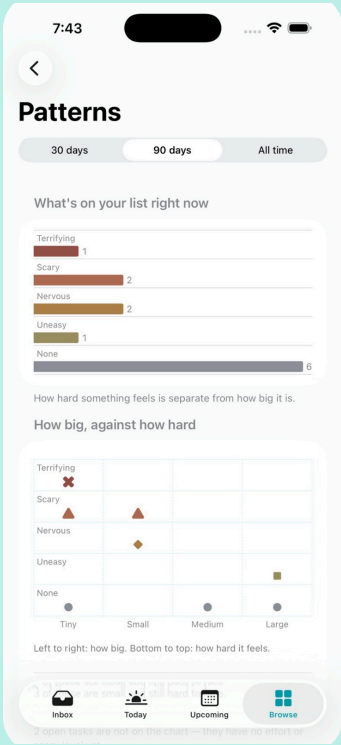
Shared typography, weather language and line art; layouts respond to the platform.

Next research question

Do people understand emotional difficulty separately from effort when first adding a task?



macOS: persistent navigation and room for a longer task list.



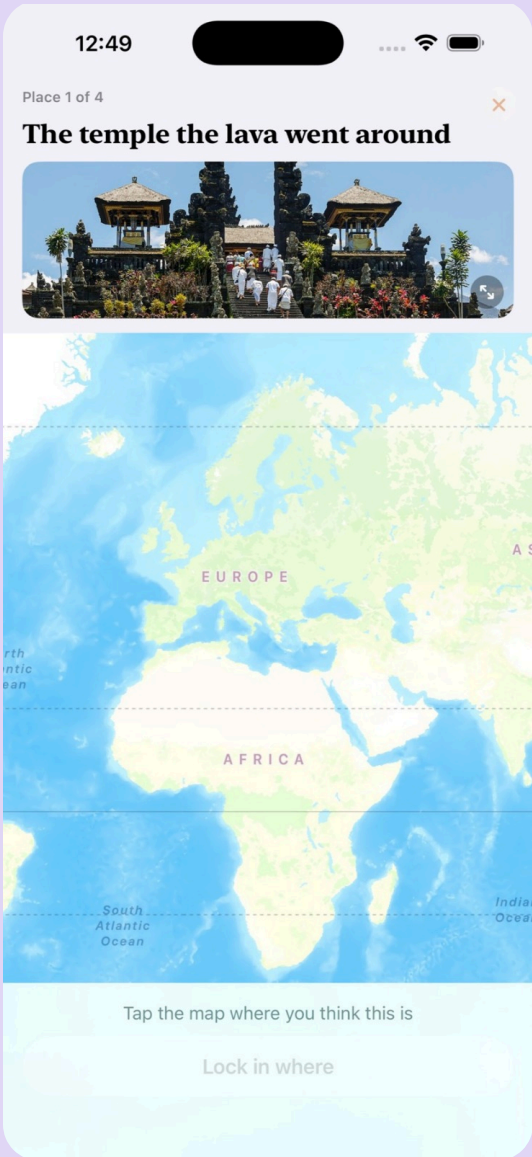
iOS: patterns remain readable within a narrow viewport.

Curiosity, one place at a time.

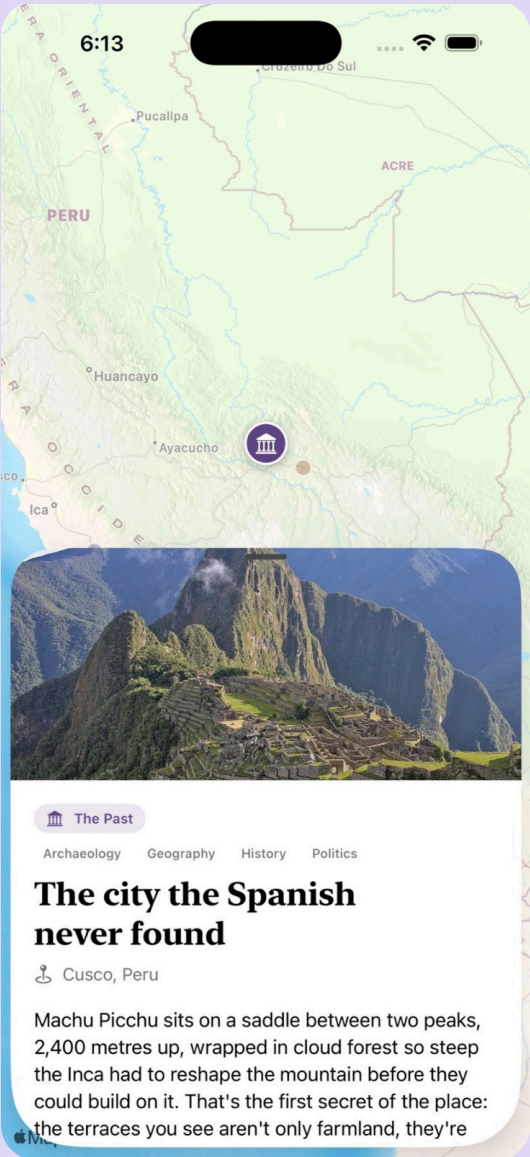
A daily round of four places gives discovery a beginning and an ending: guess where, guess when, then uncover each story.

A real product pivot

Open exploration became a daily game after reflecting on my own use. This is a design rationale, not a measured retention result.



A place becomes the invitation to play.



The story is the payoff.

Ask one question at a time.

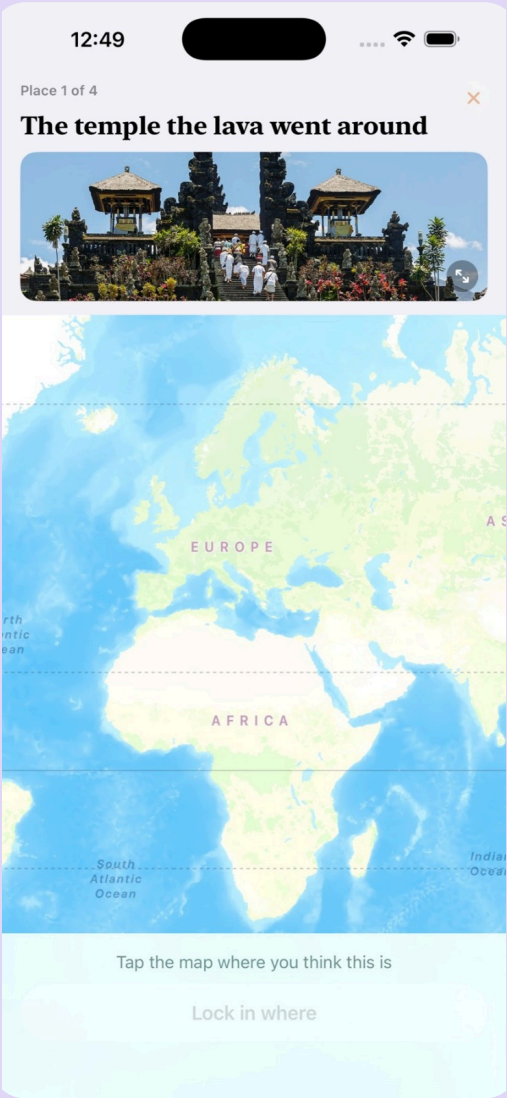
Location and time are separate steps. The map gets the space it needs before the interface asks for a year.

Focus the interaction

A single active question keeps competing controls out of the way.

Keep the story waiting

The reveal gives the guess a purpose beyond a score.



Map guessing: the place and the map share the stage.

An era first. Then a year.

A single slider spanning billions of years made precise input impractical. The current interaction narrows the range before asking for precision.

Choose the scale

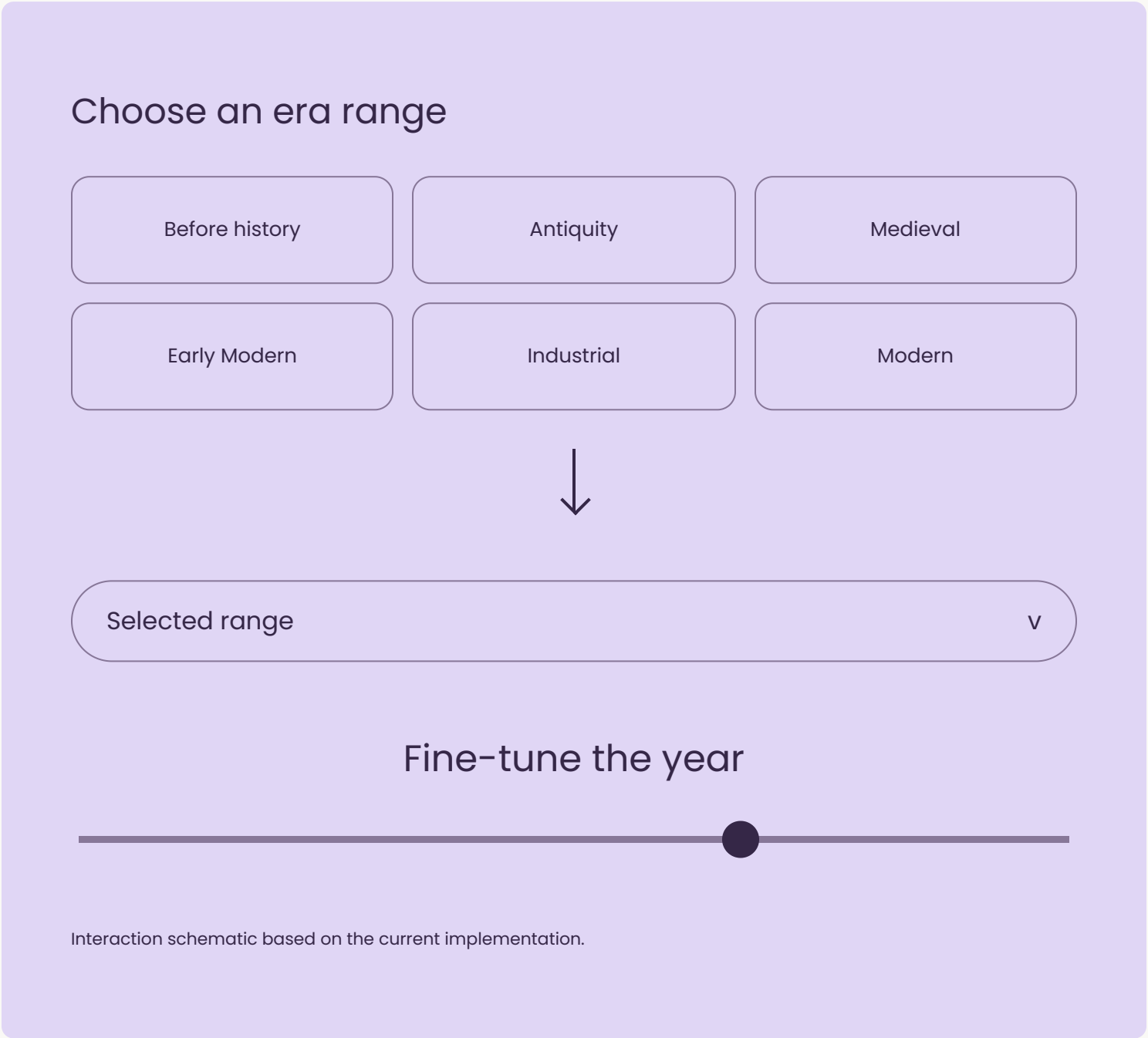
Six era-range chips establish the part of history.

Recover the space

After selection, the chip grid folds into a single pill and the fine slider takes over.

Allow revision

Reopen the era choice without stacking both input modes.



Let the answer become a story.

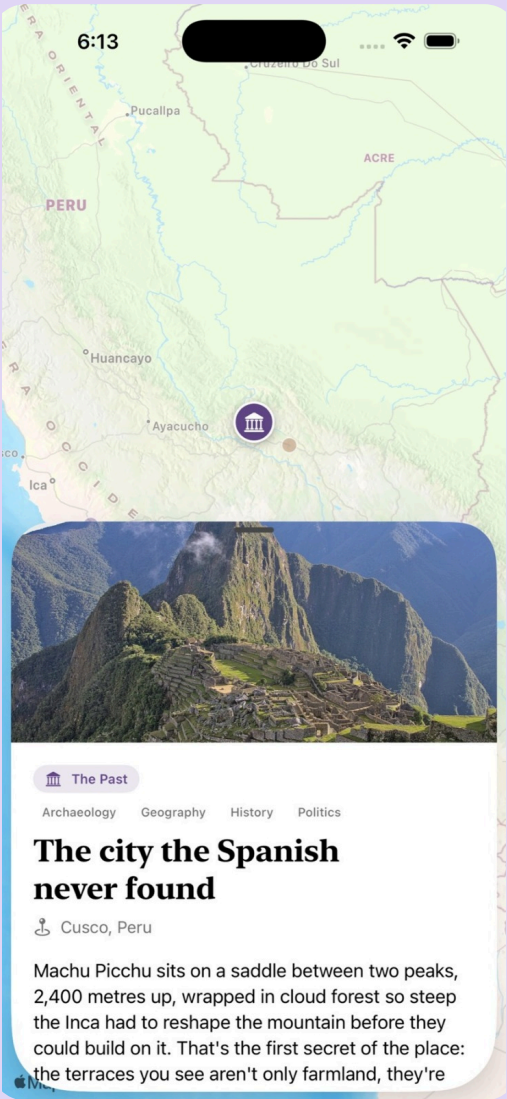
The reveal changes the pace: from making a decision to spending time with a place.

Reward curiosity

A location is more than a correct pin. The story explains why it matters.

Change the reading rhythm

Large imagery gives way to focused narrative instead of more game controls.



Photography, a clear title and a readable story establish a new hierarchy.

Keep the places you discover.

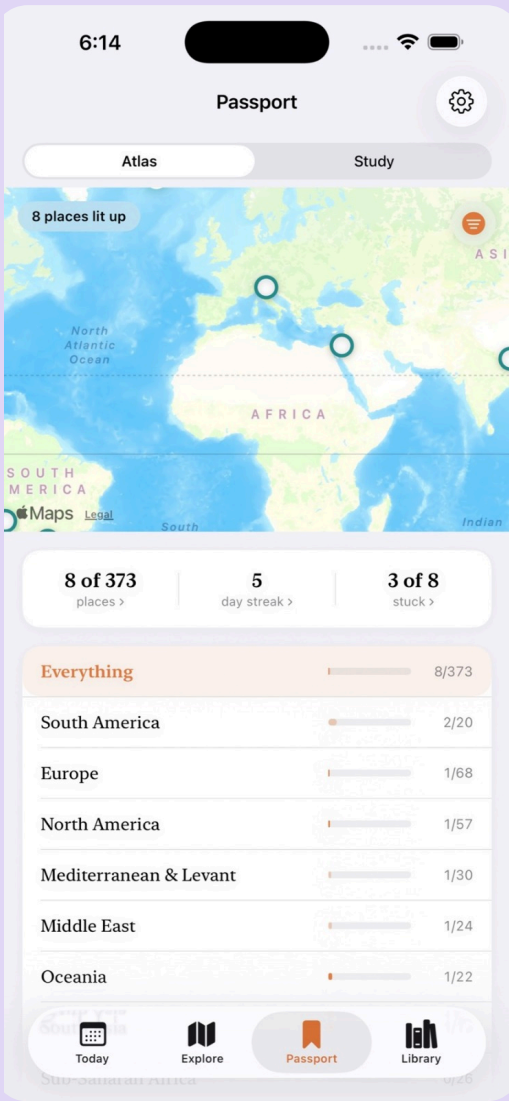
The Passport turns a sequence of daily rounds into a personal geography.

A durable collection

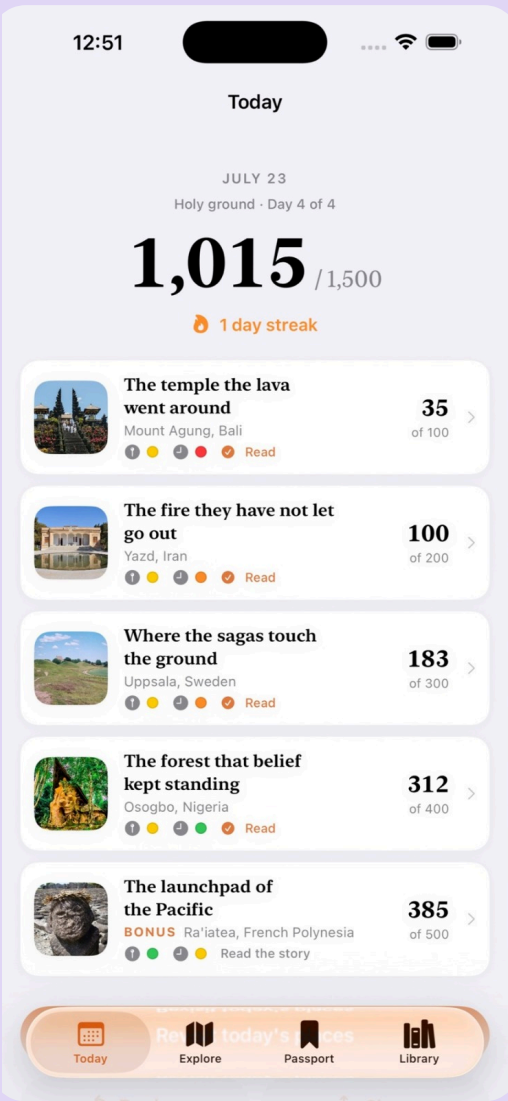
A place remains something to revisit after its round is over.

Next research question

Does the collection encourage people to return to stories, or do they mainly return for the next game?



Collected places on a map.



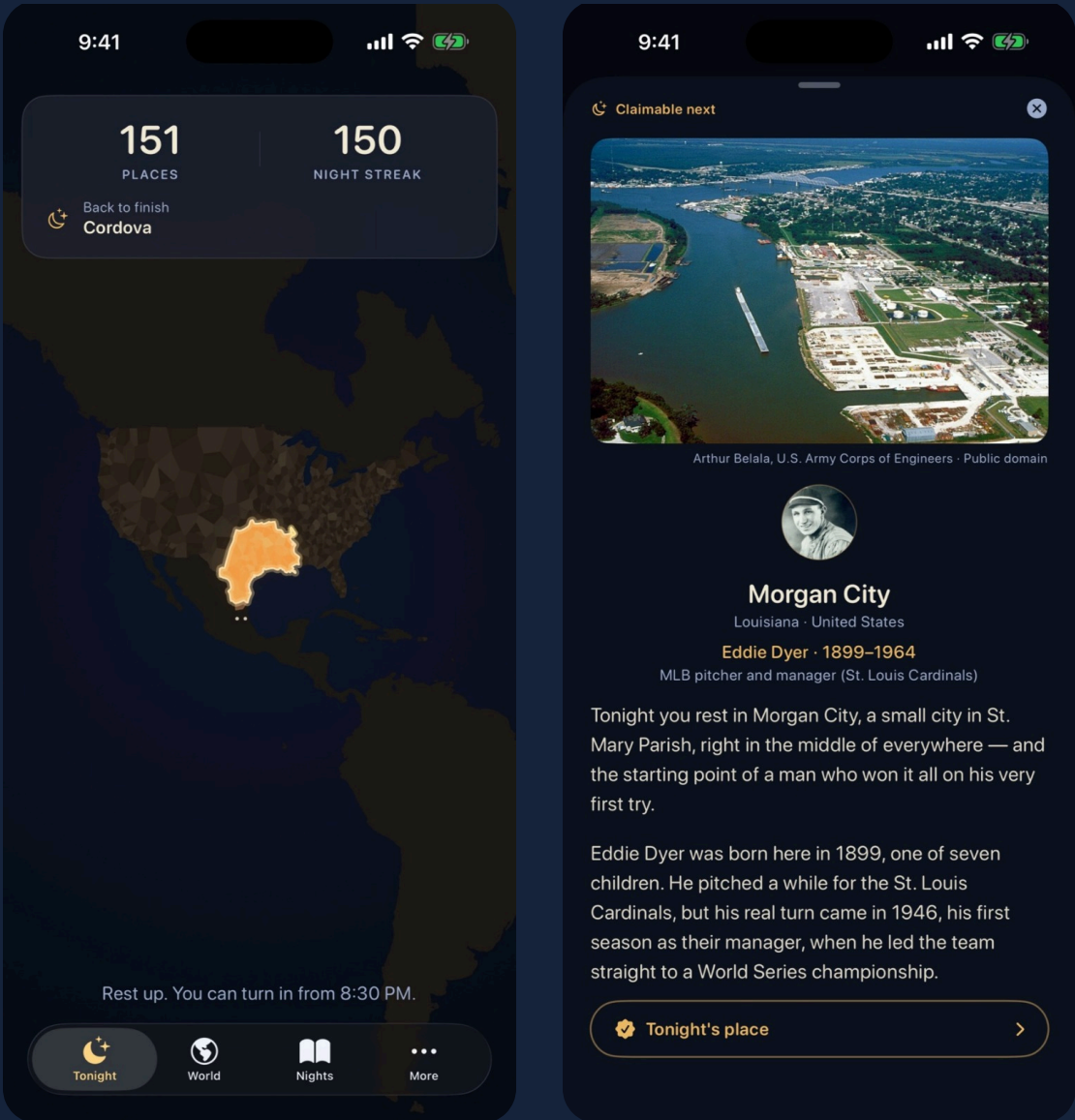
Daily play has a visible history.

A habit with something to keep.

A bedtime story leads to a morning claim. Over time, the map becomes a record of nights completed.

The design challenge

Make returning feel worthwhile while allowing an imperfect routine.



Territory makes accumulated progress tangible.

A place to spend a little time before sleep.

Make tonight easy to find.

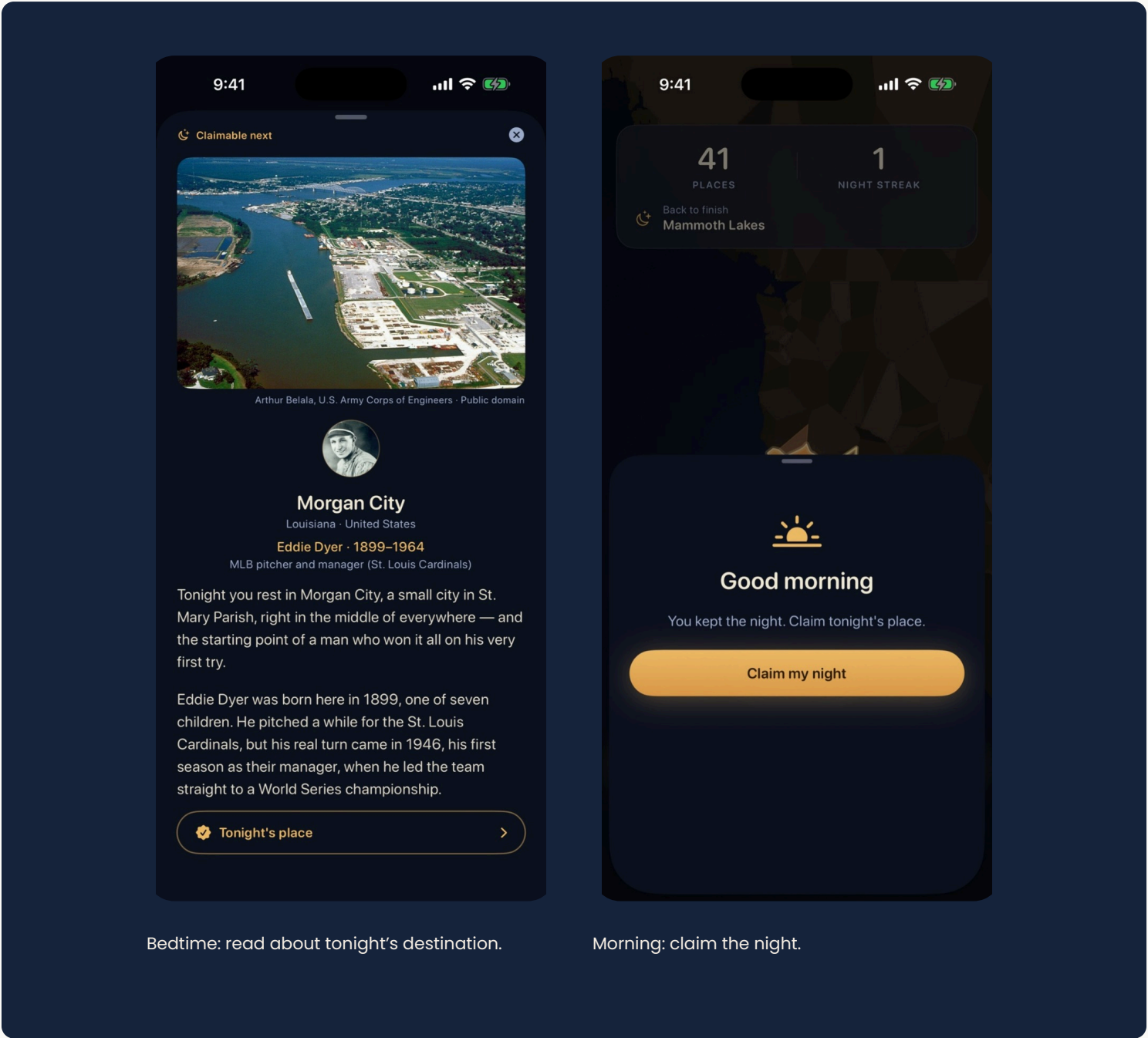
The map replaced the globe so tonight’s place could be more legible. The story gives that destination a human scale.

A two-part ritual

The bedtime story opens the loop; the morning claim closes it.

Clear state changes

Different screens distinguish reading, resting and claiming.



A missed night is not an eraser.

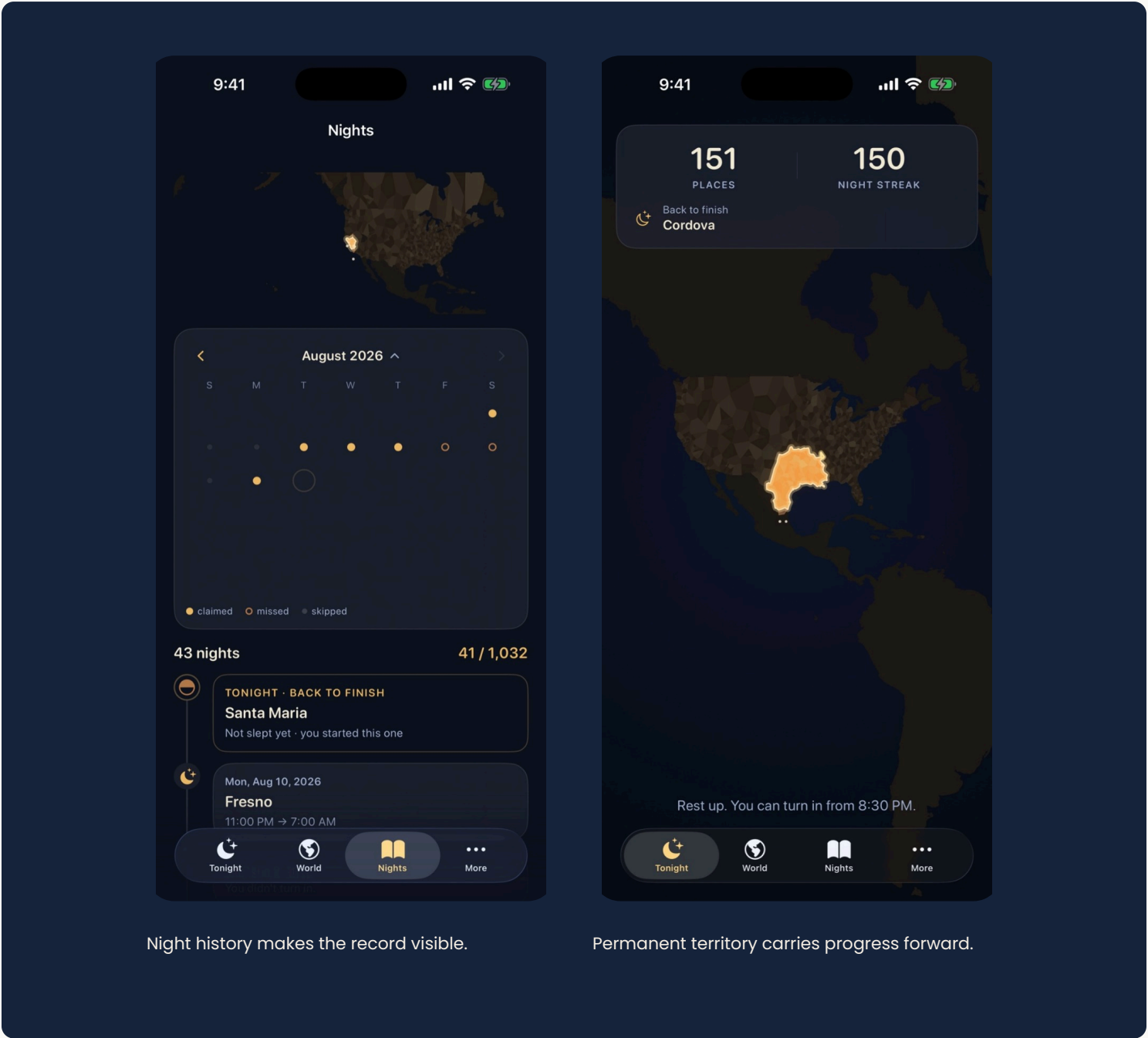
Claimed territory stays. A streak can reset, but the map preserves what has already been earned.

Separate rhythm from ownership

A streak describes continuity. Territory records accumulated progress.

Next research question

Do people understand the difference before their first missed night?

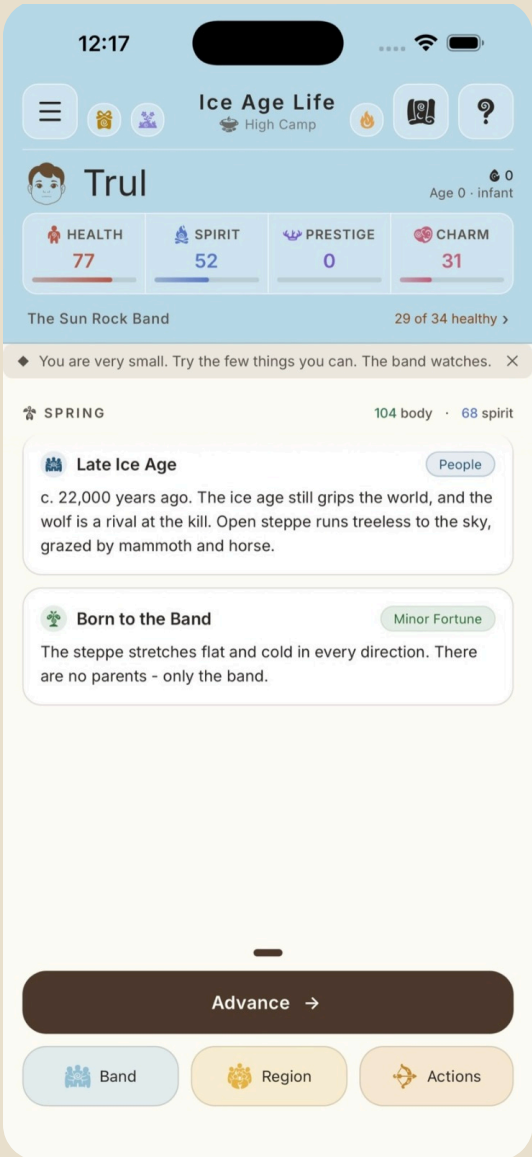


A complex world, within reach.

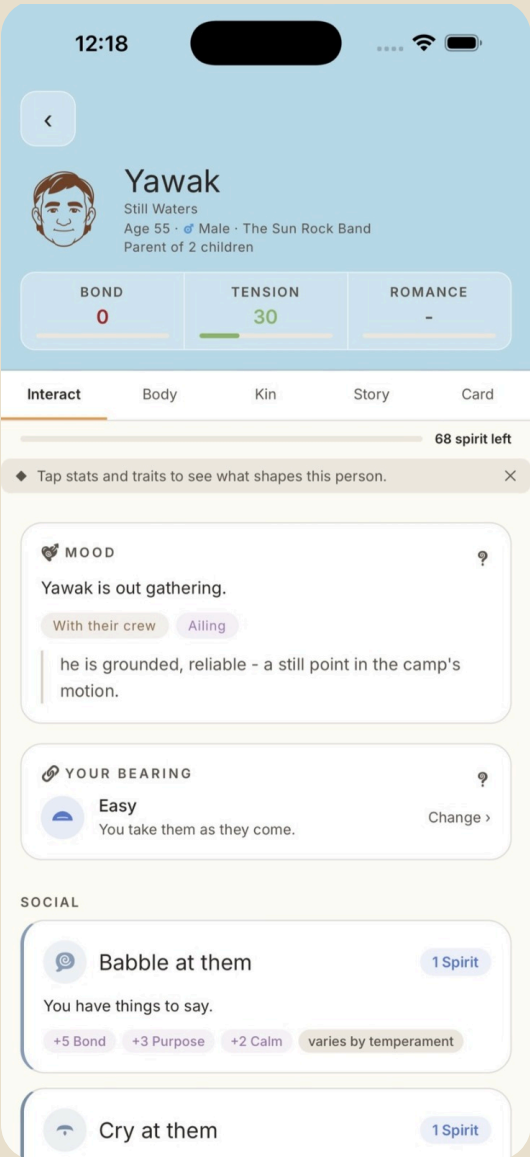
Characters, resources and consequences compete for attention. The interface gives the current situation a clear narrative hierarchy.

The design challenge

Keep a systemic world expressive without making every screen feel like a dashboard.



The current life has a readable center.



Character detail expands when needed.

Reveal the system through choices.

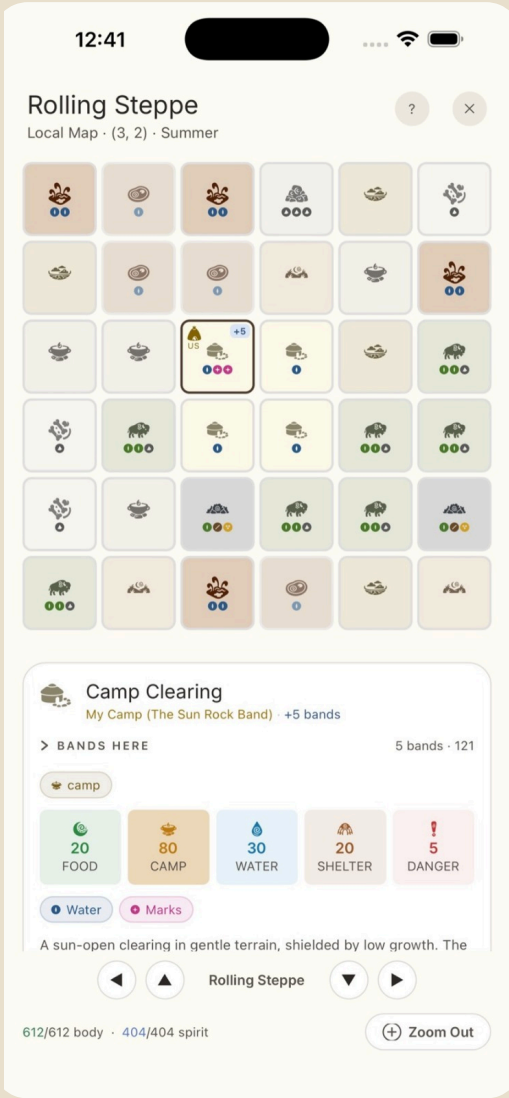
The local map, character and band each answer a different question. Distinct views let detail appear in context.

Group by player intent

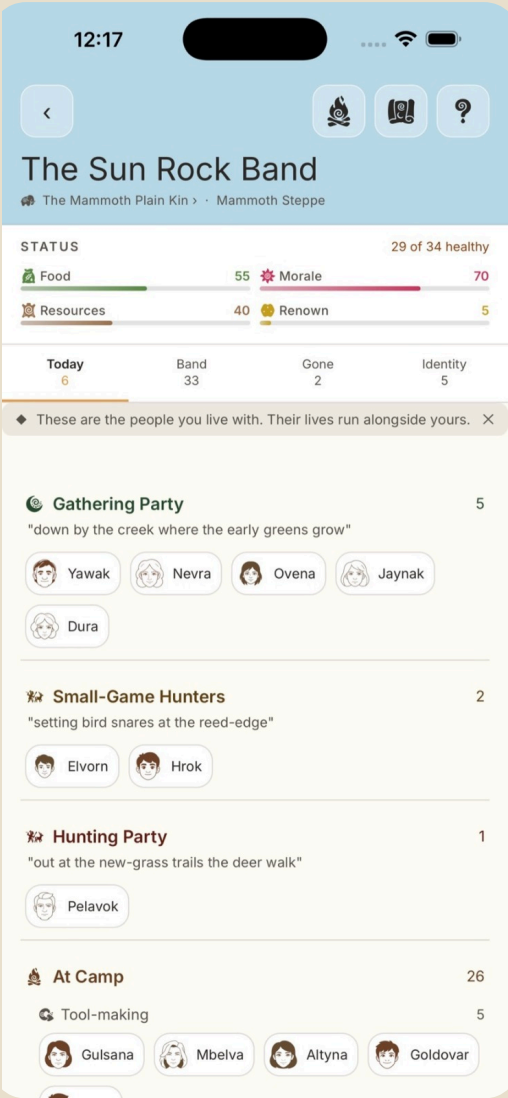
Separate places, people and the current moment into recognizable views.

Make hierarchy do the work

Headings and grouped actions give dense information a reading order.



Where can I go?



Who is with me?

Many icons. One visual world.

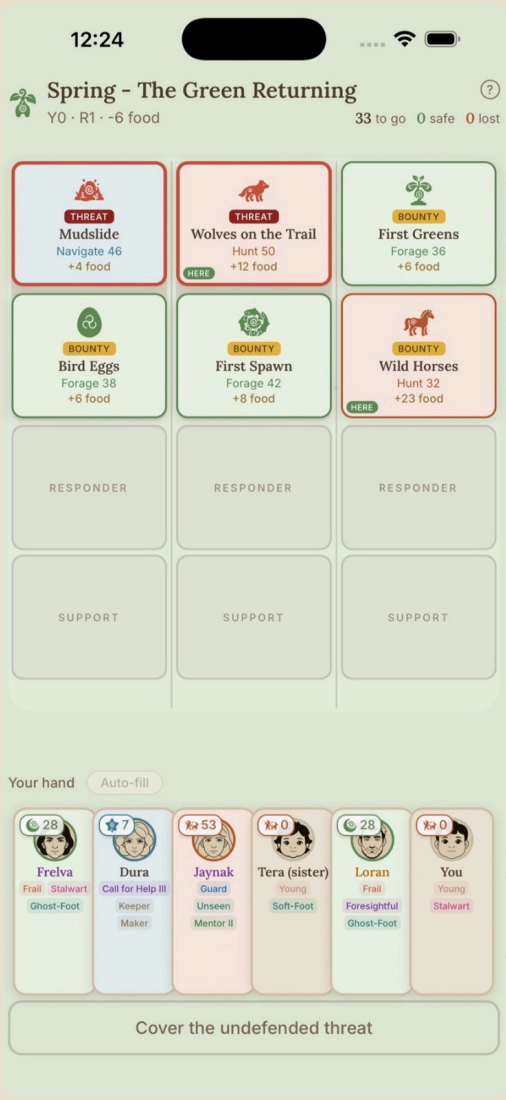
Generated icon assets were directed through a shared style and a rejection process. Cohesion was an art-direction responsibility.

Direct, select, reject

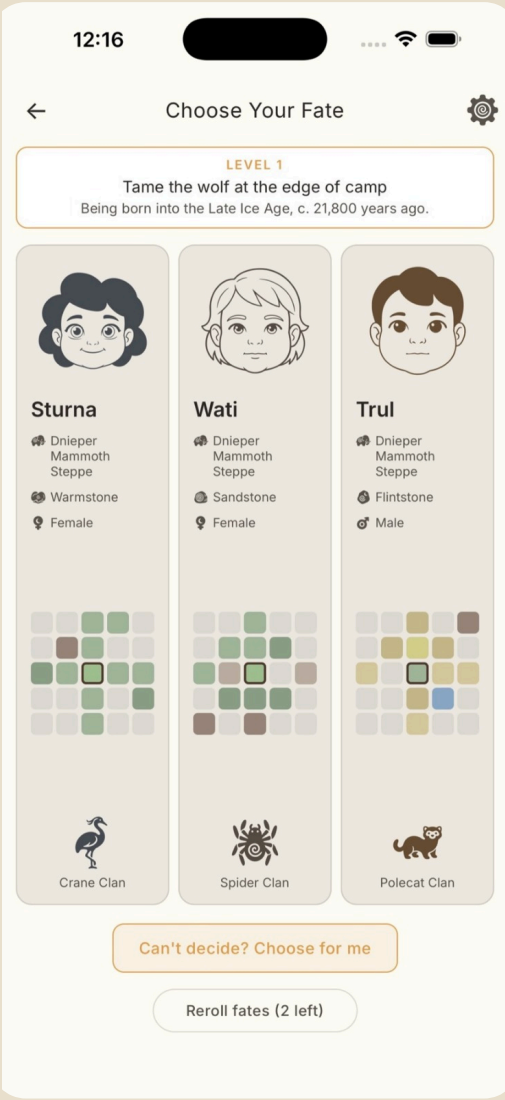
The craft is in defining the visual rules and choosing assets that hold together. These icons were not all hand-drawn.

Next research question

Which symbols are recognizable without reading their labels?



Repeated scale, palette and framing bind the icon set.



Character choices belong to the same world.

The principle has to survive the smallest interaction.

Name the tension

An emotionally hard task. An impossibly wide timeline. A missed night. Start with the moment the interface needs to handle well.

Make the choice tangible

Translate the principle into hierarchy, controls, language and motion. Build the interaction to see where the idea breaks.

Hold the system together

Compare states, platforms and themes. Direct the visual details as one family, then keep the next research question explicit.

Product thinking and visual craft meet in the working product.

Make something worth caring about.

Product design, interaction detail and the craft to bring it to life.

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timothyyang.dev/design

[Résumé & experience](#)