

TIMOTHY YANG

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Product designer and engineer who takes products from framing through interaction, visual systems, and implementation. Designed and independently shipped eight apps, owned a startup mobile product end to end, and began my career in motion and UI/UX design. I use working software to test design decisions and carry the details through release.

WORK EXPERIENCE

Sunlit Studio 11/2025 - Present Product Designer & Engineer Remote

- Designed and shipped eight independent products across productivity, games, history, wellness, and simulation, owning product framing, interaction, visual systems, implementation, and release.
- Designed Untwine around emotional difficulty as a task property, with supportive next steps and equal treatment of completion and setting a task aside across iOS and macOS.
- Redesigned Everywhen from open exploration into a daily discovery loop; replaced an impractical billion-year slider with an era choice followed by precise year input.
- Art-directed Ice Age Life's generated icon system through shared visual rules and a rejection process while designing the narrative hierarchy for a complex simulation.

WingRep.ai 12/2024 - 11/2025 Software Engineer - Product & Mobile San Francisco, CA

- Owned the startup's mobile product from interaction design through React Native implementation, designing distinct rep and manager experiences over one shared data model.
- Recruited pilot users and ran feedback in Slack; removed an emotion picker I had designed and built when a plain survey tested better.

MeU Connect 03/2024 - 12/2024 React Native Developer Hanover, NH

- Designed and built expressive product moments for a long-distance-couples app, including animated stickers, live location, and daily prompts where motion carried meaning.

DAI Lab 03/2021 - 03/2024 Motion Designer, then UI/UX Designer - Part-time Hanover, NH

- Designed DataVinci and Dartmouth's course-selection redesign from user research and interviews through wireframes, Figma prototypes, motion, and component patterns delivered to build teams.

EDUCATION

M.S., Computer Science & Digital Art Dartmouth College Hanover, NH • 08/2022 - 08/2024

B.S., Computer Science Dartmouth College Hanover, NH • 09/2017 - 06/2022

SKILLS

Product Design: interaction design, visual design, information architecture, prototyping, design systems, user research, accessibility, product strategy

Craft & Tools: Figma, motion design, Illustrator, After Effects, art direction, UX writing

Implementation: React, React Native, TypeScript, SwiftUI, HTML/CSS, prototyping in code, AI-assisted development