

Manlin Yao

I design meaningful / impactful products to improve people's lives.



manlinyao.design

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MyFitness Pal

Product Designer, October 2020-Present

- Work with product owners + engineers to design MFP features
- Partner with product + engineer to audit + elevate web experience
- Produce marketing design assets for clients

Service Design Lab, City of Austin Office of Design + Delivery

User Researcher, January 2019-October 2020

- Leading end-to-end user research for civic service design projects
- Designing, prototyping, implementing new public services
- Facilitating stakeholder workshops + design/research trainings

U.S. Embassy - Athens, Greece

Political Assistant, July 2018-September 2018

- Produced diplomatic cable on human rights + political issues
- Redesigned internal website + diplomatic assets
- Created data visualizations of polls, parliamentary composition

Design for America

Design Studio Member, 2016-2018

- Prototyped low-fidelity art installation for Solar Studios
- Partnered with Fiat Chrysler to design self-driving car system
- Designed + constructed affordable aquaponics building kit



Global Talent @ UNLEASH Global Innovation Lab for SDGs

- Selected as one of 1,000 global talents out 7,000+ applicants from 160+ countries to design + pitch social innovation solution
- Produced mockup for ethical tech development co-design toolkit

Speaker @ Civic Futures Summit 2019

- Co-led workshop on co-designing with residents for accessibility

Digital Justice Lab/Harvard Kennedy Conference 2019

- Selected to participate in design + technology ethics workshop



IDEO

Human-Centered Service Design, 2020

- Applied service design methods to real-world product challenge

Bloc

UX/UI Design Apprentice, 2019-2020

- Produced 4 end-to-end web/mobile design projects, creating wireframes, mockups, interactive prototypes using Sketch, Figma, InVision
- Translated static mockups into dynamic webpages using HTML/CSS, JavaScript

Rice University

Cognitive Sciences B.A., 2014-2018

- Minors in Anthropology; Poverty, Justice, Human Capabilities
- Coursework: Cognitive Psychology, Human Factors/Ergonomics, Anthropology of Ethics, Philosophy of Mind, Politics of Representation



Skills

UX/UI design
Visual design
UX/user research
Co-creation
Design workshop facilitation
Human-centered design
Service design
Research recruitment/coordination

Tools

Figma
Sketch
InVision
InDesign
CSS3/HTML5
JavaScript
Miro
Google Suite