

JESSICA YUAN

Senior UX Designer | AI-Native systems, Agentic
Workflows & Emerging Interfaces

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SUMMARY

Senior UX/Product Designer and AI builder with 7+ years of experience leading end-to-end design for complex enterprise systems and 0-to-1 emerging-technology products. Experience spans AI-native agentic workflows, 3D/avatar platforms, immersive simulation, and large-scale regulatory applications. Strong track record of independently translating ambiguous problems into clear product direction, rapid prototypes, reusable interaction patterns, and shipped experiences through close collaboration with product and engineering.

PROFESSIONAL EXPERIENCE

Pominis, Remote

February 2025 — Present

Product UX Design Partner (Part-time)

- Designed and launched an AI-native, agentic visual storytelling web app that helps creators generate and orchestrate characters, scenes, dialogue, and branching narratives.
- Defined human-AI interaction patterns across prompting, generation, regeneration, editing, and branching to simplify complex creative workflows while preserving user control.
- Owned end-to-end product design from 0-to-1 concept and information architecture through prototyping, AI-assisted vibe coding, launch, and iteration; the product now serves active daily users with early paying customers.
- Used product analytics and user feedback to identify friction in onboarding, progress visibility, regeneration, and creation flows, translating findings into product improvements.

ScenEQ Design Studio, Remote

July 2025 — Present

Independent Design Consultant

- Led end-to-end freelance design engagements across product UX/UI, branding, marketing, and visual communication.
- Partnered directly with founders and small businesses to translate ambiguous needs into clear design direction and production-ready deliverables.
- Used AI-assisted vibe coding workflows and rapid prototyping to accelerate concept development and production.

FINRA, Rockville, MD

August 2019 — November 2025

Sr. Product Designer

- Designed and prototyped an immersive VR training simulator to prepare new investigators for on-site firm examinations; won 3rd place in FINRA's 2025 internal Hackathon.
- Led modernization of complex internal regulatory case-management workflows, simplifying investigator tasks and improving user efficiency by 25%.
- Led the redesign of [FINRA.org](https://finra.org), a high-traffic public platform serving millions of daily visits, contributing to a 36% reduction in call-center expenses.
- Designed complex, data-dense interfaces and knowledge-visualization systems supporting high-stakes decision-making across regulatory workflows.
- Contributed to FINRA's public-site design system with 40+ responsive components and Section 508 accessibility enhancements.

MEDA.OOO, Remote

May 2021 — May 2023

Design Partner (Part-time)

- Led product design for a 0-to-1 3D avatar creation platform and SDK, showcased at CES 2023, defining workflows for creating, customizing, and deploying real-time 3D identities.
- Contributed to early product explorations around AI-assisted 2D-to-3D generation and training workflows for avatar creation as generative 3D capabilities emerged.
- Helped secure \$300K in seed funding and supported launch of an iOS social app that attracted 2K+ users shortly after release.
- Built design capacity by hiring and mentoring three design interns, including one who secured their first full-time industry role.

Library of Congress, Washington, DC
UX Design Apprenticeship

September 2018 — May 2019

- Delivered work strong enough to earn a return offer from the LOC digital experience team.
- Formulated design proposals, interactive prototypes, and user interfaces using search behavior model insights.
- Conducted 18 user interviews and delivered key research findings to the LOC digital experience team.

Ready Robotics, Baltimore, MD
UX Research and Design Intern

May 2018 — September 2018

- Enhanced product user experience through collaborations with product, development, and marketing teams.
- Conducted in-depth analysis of user interview and translated findings into 12 actionable personas and user scenarios.
- Crafted 3 survey studies and executed user experience studies.

EDUCATION

Master of Human Computer Interaction
 University of Maryland, College Park

Bachelor of Fine Art, Graphic Design & Interactive Arts
 Maryland Institute College of Art, Baltimore

CERTIFICATION

Virtual Reality and Augmented Reality Certificate, MIT Professional Education

AWARDS

FINRA UX Design Challenge Second Prize Winner | 2019 Issuer FINRA
 Best User Experience/People's Choice | 2018 Issuer the U.S. Department of Education
 Bitcamp Design Trail Award | 2018 Issuer MLH-Major League Hacking
 FINRA UX Design Challenge Grand Prize Winner | 2018 Issuer FINRA
 Data Challenge Grand Prize | 2018 Issuer University of Maryland
 Equal Equal Equal 2nd Place Award | 2018 Issuer MLH-Major League Hacking
 Award of Excellence Finalist | 2017 Issuer Communication Art

HOBBIES

Escape Rooms, Open World Games, Painting, Photography, Skiing, Traveled to 5 continents, Food...