

Anqi Wang

Product Designer

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ABOUT ME

Product Designer and Harvard MDE candidate focused on AI interaction, generative tools, and complex user workflows. Experienced in designing AI-native creative products and using prototyping and user testing to turn emerging AI capabilities into intuitive experiences.

WORK EXPERIENCE

Opus Clip / Product Design Intern

Remote; 2026.06-2026.08

- Built AI Producer's template system and onboarding flow, creating 30+ reusable B-roll templates and refining editing controls to reduce setup and editing time by 15 minutes per video.
- Connected chat, effects, and timeline interactions into a single AI review flow, allowing creators to inspect, replace, mute, or undo AI-generated B-roll and reducing repetitive manual editing by 30%.

cre[ai]tion / Product Design Intern

Suzhou, China; 2026.05-2026.07

- Redesigned the core generation experience as a multimodal canvas that brings prompts, references, and generated assets into one workflow, improving task completion by 25% across 40 beta testers.
- Built a reusable workflow system that lets designers save successful generation setups and rerun them with new inputs, cutting repeat setup time by 50%.
- Designed image-editing, layering, and AI thinking-state interactions to give users more visibility and control during generation.

NBBJ / Designer

Los Angeles, CA; 2024.10-2026.04

- Led 50+ prototyping and user-testing sessions with 40+ medical staff for Cedars-Sinai's Los Angeles expansion, using clinician feedback to improve room layouts and bedside workflows.
- Coordinated multidisciplinary design for Hana Financial Group's 1.38M SF headquarters, integrating technical, regulatory, and workplace requirements across the project.

SVA Architects / Architectural Job Captain

Santa Ana, CA; 2023.10-2024.09

- Led accessibility and universal design across 30+ affordable housing, civic, and mixed-use projects, including the 570-unit Chula Vista E Street TOD and 4,500 SF Murrieta Public Library Expansion.

EDUCATION

Harvard University /

Master in Design Engineering (MDE)

2026-2028; Cambridge, MA

- Joint program of the School of Engineering and Applied Sciences and the Graduate School of Design
- Coursework: Data Science, Tangible Interfaces (MIT Media Lab)

Southern California Institute of Architecture (SCI-Arc) /

Bachelor of Architecture

2017-2023; Los Angeles, CA

- GPA 3.78 / 4.0

SKILLS & TOOLS

- **Product Design:** Interaction Design, User Flows, Journey Mapping, Competitive Analysis, Wireframing, Usability Testing
- **AI & Prototyping:** Figma, FigJam, Adobe Creative Suite, high-fidelity prototyping, AI-assisted concept generation, Codex, Claude Code
- **Visualization & 3D:** Rhino, Blender, V-Ray, D5, Unity, Unreal Engine 5
- **Programming & Data:** Python, SQL, Pandas, Data Visualization, HTML/CSS

AWARDS & RECOGNITION

- **Silver Winner: NY Product Design Awards**, Flow Chair (2024)
- **Gold Winner: London Design Awards**, Tender Towers (2025)
- **Gold Winner: MUSE Design Awards**, Arcade.dia (2025)