

Kuan-ju Chen

Product Designer

San Francisco Bay Area

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SUMMARY

Product designer who designs the hard parts of AI products: uncertainty, edge cases, and human review. Shipped end to end at three startups, from AI generated candidate profiles to an App Store launch that grew users from 10 to 300+. I build with AI (Claude Code, Codex) to shorten the distance between an idea and a working thing.

EXPERIENCE

GitRoll · UX Designer, Systems & Research (Internship)

Aug 2025 to Oct 2025

- Designed end-to-end flows for AI generated candidate profiles; adopted by the team as the working model for both the recruiter and engineer sides.
- Defined interaction patterns and user controls for uncertainty, edge cases, and human review, so recruiters could see and correct what the AI produced.
- Worked directly with engineers to align profile UX with data pipelines and backend logic.

Spotly Jobs · UX Designer (Internship)

Aug 2024 to Oct 2024

- Redesigned the core AI interview customization feature; 100+ users in the first week of launch.
- Built and documented a shared Figma component library that tightened design consistency and sped up engineer handoff.

Metamory · UX/UI Designer (Internship)

Jun 2023 to Sep 2023

- Sole designer on Petamory. Led research, UX, and UI across web and mobile, and launched the MVP on TestFlight and the App Store, growing users from 10 to 300+.
 - Shaped the product story and UX vision that contributed to a \$3.8M seed round.
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SKILLS

Design & Research: interaction design, UX strategy, information architecture, design systems, user interviews, usability testing, rapid prototyping

Design tools: Figma, Figma Make, Adobe Photoshop, Illustrator, After Effects, Premiere Pro

AI tools: Claude Code, Codex, Cursor

Technical: JavaScript/TypeScript, React, HTML/CSS, p5.js, Python, APIs, SDKs

EDUCATION

California College of the Arts, San Francisco

BFA Interaction Design, Minor in Computational Practice · May 2026