

HARRY WU

UX / PRODUCT DESIGNER

Los Angeles, CA | Open to relocation
626-242-2448 | Harry.wu313@gmail.com | Portfolio: landowanderer.com

Turned ambiguous briefs, including AI features, into clear, user-controlled product flows. Worked alongside PMs to weigh trade-offs and move ideas from research to build-ready prototypes. Brought a brand and motion background that kept experiences cohesive across screens, campaigns, and physical space.

WORK EXPERIENCE

VortexNet | Client: LiveLarge

UX / Product Designer | Los Angeles, CA

May - Sep 2026

Turned a single chatbot brief into a connected ADU journey covering browsing, needs clarification, model comparison, and tour scheduling, so users could move from curiosity to a sales conversation in one flow.

Brought side-by-side design options to PM reviews, weighed trade-offs between guidance and user control, and turned feedback into editable needs summaries and clearer model recommendations.

Defined page-aware guidance and persistent conversations so users kept their context while moving between pages.

Designed consent-based tour scheduling so users chose when to hand off to sales. Built a browser prototype to review responsive layouts, panel behavior, and interaction states with the PM before development.

Chongqing Sangtiti Catering Management

Visual & UI Designer | Chongqing, China

May 2023 - Jun 2024

Designed a WeChat Mini Program prototype, defining user flows, information architecture, and a reusable UI asset library.

Expanded the Anaago brand across campaigns, social channels, and physical spaces, producing photography, video, and motion through AI-assisted workflows.

Partnered with the art director and production teams to carry the brand into spatial graphics, materials, and on-site execution.

Beijing Sunsea Parking Management

Graphic Design Intern | Beijing, China

May - Aug 2021

Set the visual direction for annual events, delivering brochures, logos, and digital graphics for departmental communications.

Produced photo and video content and coordinated delivery across a five-person, cross-regional team.

SELECTED WORK

Field Brief | Apple Maps Redesign

Product / UX Designer

Mar - May 2026

Synthesized outdoor-planning research and benchmarked competing map and trail apps to define prioritized pre-trip guidance inside Apple Maps.

Developed information architecture and high-fidelity UI with an SF Symbols-based icon system aligned with Apple platform conventions.

Delivered a motion prototype and product film to communicate the feature's value to stakeholders.

ZNTR | Brand & Web Experience

Brand / Web / Motion / AI Visual Design

Apr-June 2025

Created a modular identity and web experience for a sports-culture archive, combining indexed editorial layouts, expressive typography, motion, and AI-generated imagery.

EDUCATION

ArtCenter College of Design

MFA, Media Design Practices
2024-2026 | GPA: 3.88

California College of the Arts

BFA, Graphic Design | 2019-2022

SKILLS

Product & UX

Research synthesis, competitive analysis, user flows, information architecture, interaction design, responsive UI, prototyping, AI interaction design

Tools & Technical

Figma, Photoshop, Illustrator, InDesign, After Effects, Premiere Pro, HTML/CSS, p5.js, TouchDesigner, Codex

Visual & Motion

Visual systems, brand design, editorial design, motion design, video editing, AI-assisted visual production