

Annie Dong

Product Designer

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Education

MIT

2021-2025

Major: Design

Minor: Brain and Cognitive Sciences

Relevant coursework: UX Research, Design, and Innovation · Visual Communication Fundamentals (Graphic Design) · Design Studio: Interact Intelligence (Human Computer Interaction) · Design Computation

Experience

Soundboard

Design Intern | June 2024 -August 2024

- Conducted and analyzed user interviews to uncover pain points and identify four innovation opportunities.
- Designed low-to-high fidelity mobile interfaces on Figma for 67 monthly active users that were presented to and implemented by the product team.
- Designed a 20-page user guide and multiple 1-page customer-facing resources published by the company to inform and onboard clients.
- Wrote and published company blogs on self-employed tax topics to support user base education and drive organic engagement.
- Led competitive analysis research and authored an internal summary distributed company-wide to guide product and business strategy.
- Designed, wireframed, and prototyped an internal tax calculator tool, resulting in reduced processing time and improved client data insights.
- Collaborated cross-functionally with product management, business leadership, and engineering teams to ensure seamless implementation of design solutions.
- Streamlined the product onboarding process, reducing onboarding time and improving user satisfaction.

MIT Weblab

Frontend Designer and Developer | January 2024

- Designed, wireframed, and programmed the responsive frontend of a website from scratch using Figma, CSS, HTML, and JSX.

MIT Self-Assembly Lab

Design Researcher | May 2023 - September 2023

- Researched thermo-reactive materials for active shading applications; documented application processes with 2D/3D modeling software and physical prototyping, using Rhino, Illustrator, Excel, and laser cutting.

MIT Morningside Academy for Design

Design Researcher | June 2022 - August 2022

- Researched and documented MIT's design history for an international design conference and MIT Museum exhibition for the launch of the \$100M MIT Morningside Academy for Design.
- Formatted and helped design the conference brochure on InDesign, which was distributed to participants and stakeholders.
- Collaborated on organizing conference structure, including ideating panel topics and session themes.
- Created detailed profiles on 65 influential design innovators, guiding conference panelist selection.

Projects

Find all of my projects at anniedong.com

ParentPilot

2023

- Designed a mobile app for new parents through an Agile, sprint-based approach involving extensive user research and multiple feedback cycles.
- Conducted and analyzed dozens of user interviews, built user personas, mapped user journeys, extracted pain points, and performed market research to inform design decisions.
- Created low-to-high fidelity wireframes in Figma that we presented to panel and peer reviewers.

Memeopoly

2023

- Designed an AI powered physical board game exploring human-computer interaction through 3D modeling, digital/physical prototyping, prompt engineering, ChatGPT/LLM integration, and usability testing.
- Created low-to-high fidelity prototypes using Illustrator, Photoshop, Rhino, 3D printing, and laser cutting based on multiple rounds of hands-on user testing and feedback.
- [CHI Play Finalist 2023](#)

Etsy Redesign

2025

- Redesigned, wireframed, and prototyped key interfaces of the Etsy mobile app using Figma and user research analysis.
- Conducted multiple rounds of user research, usability testing, and analysis to inform design decisions.

Skills

Design

User Experience (UX) · User Interface (UI) Design · Physical & Digital Interaction Design · Wireframing & Prototyping · Design Systems · Graphic Design · Visual Design · 3D Design/Modeling · Presentation · UX & Customer/Internal Writing · AI Interaction Design · Frontend Programming · AI Prompt Engineering & LLM Integration

Research

User Interviews · Usability Testing · Information Architecture · Journey Mapping · Personas · Market & Competitor Research · Agile & Sprint-Based Workflows · Product Thinking

Software

Figma · Adobe Creative Suite · Illustrator · Photoshop · InDesign · After Effects · HTML · CSS · JSX · Python · Arduino · Rhinoceros · Fusion 360 · AutoCAD · Excel · Miro · Notion

Fabrication

3D printing · Circuit Design · Laser Cutting · Woodworking

Awards

- [CHI Play Finalist 2023](#)
- National Merit Scholar