

# Ruiming Mandy Wu

Product designer with a systems thinking foundation and hands-on experience shipping cross-platform product work at scale.

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## EXPERIENCE

### Coinbase — Product Designer

Aug 2025 - May 2026

- Audited and improved 80+ design system components through bug fixes, functional enhancements, and documentation updates, raising customer satisfaction scores from 3.2 to 4.1 over one quarter.
- Designed and standardized onboarding and accounts patterns across web and mobile, including sign-up flows, navigation components, and scalable templates.
- Built reusable components (carousel, card, footer, navigations, banner) to the [Coinbase Design System](#), now at 95% adoption company-wide, strengthening consistency across all product surfaces.
- Developed internal AI tooling and workflow automations, including a design systems support chatbot and Linear integrations, reducing repetitive support overhead and improving team productivity.

### UniversalAGI — Product Designer

Feb 2025 - Aug 2025 (Contract)

- Designed the end-to-end UX for [Precisely's](#) agentic AI assistant for enterprise data workflows, enabling users to query and analyze complex datasets through conversational interactions.
- Improved time-to-insight by transforming traditional analytics workflows into streamlined AI-assisted experiences, reducing complexity in data exploration and decision-making.
- Designed the agent experience in alignment with the existing Precisely design system, ensuring visual and interaction consistency across the interface while maintaining scalability.

### Coinbase — Product Design Intern

May 2024 - Aug 2024

- Improved input components to modernize the UI/UX and increase design system adoption across Coinbase's retail, developer, and institutional product teams.
- Conducted design audits and interviewed 30+ designers across multiple product pillars, with findings directly informing key design system enhancements.
- Delivered four high-fidelity components and documentation to the Coinbase Design System, used by 120+ designers.

### Nora Music — User Experience Designer

Jun 2023 - Jul 2024

- Established and maintained a functional design system to ensure design consistency and support efficient iterations.
- Prototyped high-fidelity, interactive screens for 20+ functional flows in Figma using auto-layout, variables, and components.
- Conducted user testing and solicited feedback from stakeholders to refine designs.
- Collaborated closely with the engineering and marketing team to ensure seamless implementation of design concepts.

### KidsTeam UW — User Researcher

Jul 2022 - Aug 2023

- Co-designed with children as partners using collaborative inquiry and participatory design methods.
- Gathered and synthesized data on children's perspective on modern technology to be used in research publications.
- Co-authored a [research paper](#) on visual data cues by analyzing design documentation and performing qualitative coding.

## SKILLS

**Design** — Product design, UX/UI, Design systems, Interaction design, Content design, Accessible design (WCAG), Cross-platform design (Web & Mobile), Visual design, Branding, Information architecture, User research, Usability testing, Wireframing, Prototyping, Prompt engineering, Design strategy, Product thinking

**Toolbox** — Figma, Claude, Cursor, Miro, Adobe Creative Suite, Jitter, Webflow, Framer, HTML/CSS, JavaScript

## EDUCATION

### University of Washington, Seattle

Graduated Jun 2025

B.S. in Human-Centered Design & Engineering (HCDE); Minor in Informatics