

GUI, WENJING

**4+ years of experience +
AI-native workflows & rapid prototyping +
0-to-1 product across desktop & mobile**



PRODUCT + UX DESIGNER

wendygui.com

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(470) 855-2552

EDUCATION

Georgia Institute of Technology

**MS Human-Computer Interaction,
Industrial Design**

GPA 4.0/4.0

University of Washington

Bachelor of Interaction Design

Dean's list, GPA 3.82/4.0

Leadership

GT MS-HCI **Graduate Teaching Assistant**

GT Aware Home **UX Research Assistant**

UW ORC Club **Design Director**

SKILLS

Tools

Figma

Claude Code

Cursor

HTML/CSS

Principle

After Effects

Illustrator

Photoshop

Whimsical

Research & Design

Conversational AI Design

Design Systems & Tokens

Competitive Analysis

Systems Thinking

Interaction & Motion Craft

User Interviews

Empathy/Journey Map

A/B Testing

Usability Testing

WORK EXPERIENCE

Brivo | **Product Designer**

May 2022 - Present

- Driving post-merger design unification across Brivo's product suite: building the Figma component library and navigation system while testing and iterating design tokens across 5 web and mobile apps.
- Leading design exploration for conversational AI video search, prototyping natural-language query patterns and how users verify AI-retrieved results in security-critical workflows.
- Owned end-to-end design of Brivo Install, consolidating a hardware commissioning workflow across 3 platforms into one guided mobile app, cutting task time and support calls by 50%.
- Shaped Brivo Mobile Pass toward replacing fobs, championing automated onboarding that fixed activation failures for 50% of 60K users, advancing NFC and enterprise authentication.
- Unified Brivo's smart home app into its flagship access app, redesigning the IA for multiple personas to serve 100K+ users.

ZenVR | **Product Designer**

Jan 2022 - Apr 2023

- Designed a user progression system with incentive-based game mechanics, rated 4.5/5 in concept testing for motivational impact.
- Drove design decisions with user insights from onsite observations and competitive analysis, applying the Hooked Model to shape the progression system's core mechanics.
- Built low- to high-fidelity interactive prototypes to test novel 3D/VR interaction paradigms with end users, translating complex spatial mechanics into intuitive consumer experiences.
- Facilitated design workshops with the CEO and marketing team to shape product directions and roadmaps.

Naive Systems | **UX/UI Designer Intern**

Jun - Sep 2021

- Led end-to-end design for a developer-focused code review tool, redesigning core workflows and expanding its feature set through usability testing, task flow optimization, and iterative prototyping.
- Collaborated directly with developers to iterate on designs and guide implementation through launch.