YUWEN WANG

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PROFILE

Master of Design candidate at UC Berkeley building AI-enabled physical products, working across both the product's "body" (hardware, sensing, materials, wearability) and its "brain" (persona, dialogue, multimodal interaction). Previously a Product Management Intern at an embodied-AI startup, turning interaction concepts into engineering-ready requirements for eye-rendering and persona systems.

EDUCATION

University of California, Berkeley – Berkeley, California, U.S. Aug 2026 – Dec 2027 (Current)
Master of Design (STEM-designated) — Relevant Coursework: Design Technology Foundations, Tangible User Interfaces, Design Frameworks

University of the Arts London – London, U.K. Sep 2022 – Jun 2025
Bachelor of Arts — Costume Design

EXPERIENCE

CYAN – embodied-AI companion-robot startup — Shanghai, China May 2026 – Aug 2026
Product Management Intern

- Defined product and performance requirements for Amoo's 13-layer eye-rendering system: layer logic, gaze behaviors, distance-based triggers, and guardrails of ≥30 FPS and ≤200 ms latency.
- Transitioned Amoo's eye interaction from pre-rendered GIF playback to a real-time gaze-interaction prototype that tracked the user's position and kept the robot's gaze oriented toward them; the prototype served as an implementation reference for engineering.
- Combined the Agent Personality Model and Big Five framework to define five personality dimensions for Amoo, aligning AI-generated dialogue, vocal tone, facial expressions, and gestures with its character.
- Developed a Visual Design Brief covering 20 emotional states and 40 eye assets; evaluated four vendors through a four-dimension technical due-diligence framework, identifying a gap in parametric-design capability that informed bringing the work in-house.
- Designed and analyzed two survey rounds (~50 responses) at Beyond Expo Macau and WIC, identifying parents as a key buyer segment and demand for livelier behavior; findings informed motion-library expansion; built an interview pool of 236 members, still growing, with Marketing.

Rovia – She Nicest 48-Hour Hardware Hackathon — Shenzhen, China Apr 4–6, 2026
Team Lead / Product Lead — ADHD Audience System

- Developed a wearable product informed by two in-depth ADHD user interviews and insight testing with five more users, prioritizing creating "audience" over attention reminders; validated further with 50+ on-site hackathon attendees.
- Led ideation process and product decisions, synthesizing team perspectives and user needs into actionable improvements.
- Assigned roles by strengths and learning interests, sustaining team confidence through rapid iterations under a tight deadline.
- Prioritized functional visual interaction within hardware constraints; adapted the form factor and collaborated on component wiring and circuit schematics.

SELECTED PROJECT

Snail Scout Aug 2025 – Nov 2025
Individual project

- Used computer vision (DeepLabCut) to track and analyze snail locomotion behavior in a controlled experimental environment.
- Built an original snail-inspired pneumatic soft robot that walks (actuator design iterated across 3 rounds), investigating the environmental cues guiding snails toward favorable conditions.
- Planned a sensing architecture (GPS, humidity sensing, solar panel, and onboard camera) for future field deployment.

AWARDS

AI Hardware Innovation Award – Rovia, She Nicest 48h Hardware Hackathon Apr 2026

Most Realistic Design (Distinction) – Imperial College London & Royal College of Art, Global Challenge Summer School Aug 2025

SKILLS

Hard Skills: Product Spec & PRD Writing, User Research & Survey Design, Technical Research Briefs, Vendor Due Diligence, Computer Vision Tooling (DeepLabCut), Rapid Hardware Prototyping & Iteration, Arduino / Embedded Prototyping (sensors, buzzer feedback, circuit wiring)

Design Tools: Figma, Adobe Creative Cloud (Photoshop, Illustrator, InDesign)

Soft Skills: Cross-Functional Collaboration, Team Leadership & Facilitation, Learning Agility, Comfort with Ambiguity, Rapid Iteration under Constraints

EXTRACURRICULAR ACTIVITIES

Wan'er Art Exhibition Dec 2024 – Sep 2025
External Relations

- Liaised with artists from Tsinghua, RISD, CAFA, and UAL; managed institutional partnerships and oversaw full exhibition production.

UAL Chinese Students & Scholars Association Sep 2024 – Oct 2025
Secretary

- Managed social media and community engagement; coordinated supplier negotiations across departments.