

Eric Le

Product Designer

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SUMMARY

Product designer with 3 internships across B2B SaaS, automotive data, and an AI startup. Works end-to-end, from user research through high-fidelity UI and usability testing, partnering with product leads and engineers to ship updates to live client websites.

EDUCATION

University of California, Irvine

Master, Human-Computer Interaction and Design (MHCID)

• (expected)

Sep 2026 - Aug 2027

Irvine, CA

University of California, Davis

Bachelor of Arts, Design (GPA: 3.9)

• **Achievements:** Regents Scholarship Recipient

Sep 2022 - Jun 2026

Davis, CA

EXPERIENCE

driveOn-AI | Product Design Intern

Jul 2026 - Sep 2026

- Designed the UI for a vehicle-health dashboard that monitors cars remotely, replacing a wired diagnostic reader.
- Built a reusable Figma component library and high-fidelity screens that simplify data-dense telemetry views.
- Partnered cross-functionally with the product lead and development engineers to define component specs and confirm technical feasibility, delivering implementation-ready files.

Blackprint Design Agency | Product Design Intern

Sep 2025 - Jun 2026

- Conducted user research and used Figma and HTML to design and ship responsive web and mobile layout updates for three live B2B SaaS client sites, including one with 10.4k unique visitors, collaborating with the product lead to prioritize changes, which improved user satisfaction and earned positive client feedback
- Restructured site information architecture and navigation based on search-intent data, increasing core page visibility by 14% over 3 months (measured in Semrush).

Narb | Creative Lead & UI/UX Design Intern

May 2025 - Sep 2025

- Led project teams of up to 20 to develop brand identity and design language for an AI startup, running creative-direction meetings with the product lead and assigning tasks, which established a cohesive visual system and accelerated the brand rollout
- Converted product concepts from wireframes into high-fidelity Figma mockups for data-heavy, cross-platform interfaces, enabling clearer stakeholder communication and shortening the design-to-development handoff
- Collaborated with software engineers to assess feasibility and maintain component consistency from design through build, resulting in fewer design revisions and smoother implementation

PROJECTS

Pounce | Design Interactive

Apr 2026 - Jun 2026

- Design Cohort Lead
- Led a team of 4 designers end-to-end, from research to usability testing, in a 7-week sprint to design Pounce, a mobile app for workout tracking and social accountability.
- Designed user flows and interactions for gamified community challenges and streamlined logging, raising task-completion rates by 35% over the previous round of usability testing.
- Directed research planning, competitive analysis, and journey mapping; held design critiques; used Claude Code to help synthesize user research; reviewed designs against WCAG 2.1 accessibility guidelines.

Jolt | Design Interactive

Oct 2025 - Dec 2025

- Design Cohort Member
- Won Best Overall out of 6 teams for Jolt, a social app for coffee brewing.
- Synthesized 20+ user interviews and 30+ surveys into a streamlined mobile interface.
- Presented interactive prototypes and design rationale to industry mentors and executive stakeholders.

eric920.com

- Personal Portfolio
- Designer & Builder
- Designed and built my portfolio site in code with Claude Code, hand-editing the output to match my designs.

SKILLS

- **Design:** Figma, Framer, Adobe Creative Suite
- **Code & AI:** HTML, CSS, JavaScript, Claude Code, Cursor
- **Methods:** Interaction Design, Visual Design, User Flows, Prototyping, User Research, Usability Testing, Design Systems, Information Architecture, WCAG 2.1

CERTIFICATIONS

- Google UX Design Certificate (Coursera)