

Erin Yang

Product Designer · Emerging Mediums & Systems

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Product designer with 10 years of experience, including 5 at **Meta**, designing for emerging mediums: AI glasses, AR/MR, and robotics. I turn ambiguous 0→1 spaces into product systems across partners, interaction models, and shipped consumer experiences.

Experience

Meta · Senior Product Designer

2021–2026

AI Glasses Orion AR MR Robotics Retention Systems

- **Ray-Ban Meta — Listening Experience.** Led the core audio experience as design lead and interim PM, aligning Spotify and six other platforms across 8 teams and 30+ engineers for the glasses' most-used feature across **9M+** devices.
- **Meta AI glasses — E2E Retention System.** Owned retention end-to-end from purchase through day 45+, reframing scattered one-off nudges into a single lifecycle operating model. Shipped the day-30 recap as the flagship moment, building its motion and UI as production code through an AI-native workflow.
- **Robotics, FAIR — Human-Robot Interaction research.** Defined the designer's role on a robotics-scientist team from scratch and invented a 1:1 VR + Wizard-of-Oz study method to study human-robot interaction before reliable hardware existed.
- **AR/MR exploration.** Defined how digital objects live in physical space across Orion AR glasses and MR headsets, from Meta Connect-era augment explorations to the Adaptive-to-Space principle and Quest MR onboarding.
- **Design leadership.** Interviewed 30+ design candidates, mentored designers, and operated as the connective lead across product, research, engineering, legal, and external partner teams.

23andMe · Product Designer

2020–2021

- Led design for a lifestyle dashboard connecting genetic insights to everyday health habits, plus Family Tree sharing flows for consumer genetics users.

Walmart · Product Designer

2018–2020

- Led experience architecture for a family-friendly streaming service across web, mobile, TV, and Oculus, simplifying the payment flow from **12→3** paths.

Cognitive Operational Systems · UX Designer

2016–2018

- Built an in-store AR wayfinding app and 3D web tools for retail managers to optimize product placement.

Education

University of Pennsylvania

Master of Architecture · Emerging Design and Research Certification

Hefei University of Technology

Bachelor of Architecture

Skills & Tools

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| Design | AI glasses, mobile, web, AR/MR, robotics, spatial & 3D interaction, 0→1 product strategy, interaction models, systems design |
| AI-Native Workflow | Claude Code / Codex, Manus, Google Stitch, Weavy AI, Figma Make |
| 3D & Prototyping | Unity 3D, Blender, Maya, Rhino 3D |
| 2D & Video | Figma, Adobe Suite, Final Cut Pro |