

Yimeng Yuan

Design Engineer

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Skills

- Product & interaction design
- UX research & usability testing
- Design systems
- Wireframing & prototyping
- High-fidelity UI
- Frontend: React / Next.js, TypeScript
- Tailwind, Supabase, PWAs
- AI-native building (Claude Code)

Tools

- Figma · Miro
- Claude Code
- Git · GitHub
- Vercel · Supabase

Education

UX Design Certification
CareerFoundry · 2023–2024

M.Sc. Management & Technology
TU Munich · 2018–2021
Innovation & Entrepreneurship;
Computer Science

Languages

- German** · native
- Chinese** · native
- English** · fluent

Profile

A **product designer who also builds**. My foundation is UX/UI craft: research, interaction design and design systems. I pair it with hands-on frontend development and AI-assisted building, which lets me take a product from first sketches to working, shipped software. I'm at my best moving between the user problem and the real interface, and I'm actively deepening my engineering skills on live products.

Experience

Domain Owner, CORE20 (AI venture studio) May – Jun 2026
Munich

- Owned products inside an AI-first venture studio, from problem discovery through design to shipped, working software.
- Designed and built **UNLOAD** largely on my own, in production: a voice-first app that lifts the invisible **mental load** off families. You talk, and AI sorts tasks, appointments and shopping. Includes real-time sync between partners, authentication, GDPR flows and push notifications.
- Worked with Claude Code and modern AI / API stacks, combining design and engineering in one role.

UX / UI Designer, metavers Jan 2025 – Apr 2026
Munich

- Lead UX/UI designer on a real-time **dispatch system** for a premium Munich chauffeur service: the operational backbone for assigning drivers, vehicles and rides live, under time pressure.
- Ran the full design process: stakeholder research, user flows and information architecture for a dense, high-stakes operational workflow, plus master data management.
- Designed a **high-density operations interface** that stays scannable and calm under load, optimised for speed, quick reading and error prevention during live dispatching.
- Built a reusable design system for the team: consistent components, states, edge cases and real-time feedback across the tool.

Customer Success Account Manager, Microsoft Aug 2022 – Apr 2023
Munich

- Worked directly with enterprise decision-makers, surfacing operational pain early, building trust and coordinating solutions.
- Integrated user-centered strategy into account plans, driving a **10% increase** in product adoption and engagement.

Cloud Infrastructure Consultant, Microsoft Sep 2021 – Jul 2022
Munich

- Planned and deployed cloud infrastructure for enterprise clients, with a focus on usability and smooth integration.
- Applied agile methods and design thinking to cut deployment timelines by **8%**.

Selected Projects

UNLOAD · design + build, solo
Voice-first PWA that lifts the mental load off families; designed and shipped end to end.

Dispatch System · UX / UI
Real-time operations and master data software for a Munich chauffeur service.

DeStar Freight · design + build, in production
A freight-forwarding CRM I designed and built for a freight company, in daily use.

PaySphere & LingoLand · UX / UI
Personal-finance and vocabulary-learning app concepts from my UX design training.