TIANGE WANG

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I'm a product designer and design engineer. I take AI products from concept to launch, grounding technology in timeless human needs.

EXPERIENCE

IDEO Cambridge, MA • July 2022 - Present

Senior Lead Product Designer, AI & Physical Systems

- Lead teams of 3–30 across AI software, robotics, and smart products with a maker-oriented approach. Set product strategy and work hands-on in concept development, interaction design, design systems, code-based prototyping, design engineering, and production design.
- Led **The Wall Street Journal**'s mobile app redesign, deepening the product for loyal subscribers while defining opportunities for younger, more diverse audiences. Took the new Market surfaces from concept to launch, redesigned Home, Media, and MyWSJ, and rebuilt the design system across five reader journeys. Built working prototypes for personalized finance feeds, live market data, AI summaries, and interactive charts.
- Led 0-to-1 product innovation and design of an AI repair copilot, transforming a parts retailer toward one-stop repair for technicians, small businesses, and homeowners. In the two-week public beta, copilot users had 150% higher purchase conversion and 2.7x the average revenue per user compared with non-users.
- Owned end-to-end, 0-to-1 design of **Moderna**'s clinical-trials participant platform, covering discovery, matching, screening, consent, and ongoing participation. Built a functional Flutter prototype to evaluate the experience, clarify health-data use, and support informed decisions.
- Led **KPMG**'s first global agentic AI design system, drawing on research across 7 countries and 4 service lines. Delivered 12 agentic interaction patterns, hundreds of components across 26 categories, 3 end-to-end workflows, a visual and motion language that extended KPMG's brand to AI, and a governance playbook for adoption and growth across products.
- Led mixed-methods research and design for **Amazon**'s humanoid robotics program. Translated findings from 400+ participants across 5 industries into a comprehensive interactive design system defining how form, movement, and communication convey character, capability, and intent. Partnered with robotics ML engineers and a character design studio to prototype 30+ multimodal human-robot interactions supporting trust and adoption of embodied AI.

Harvard Fairbank Center Cambridge, MA • February 2021 - May 2022

Interaction Designer, Frontend Developer

- Designed *Wilkinson Manual*, an encyclopedia web app for the Digital China Initiative at Harvard's Fairbank Center for Chinese Studies. Adapted *Chinese History: A New Manual,* a standard print reference for scholars of Chinese history, so readers could explore the text in nonlinear and personalized ways.
- Built the front end with React, Gatsby, GraphQL, and API integrations, separating content management from the interface so staff could update entries without writing code.

SELECTED INDEPENDENT EXPERIMENTS

- **Tour de Play.** A collection of cycling games where pedaling powers AI conversations, delivery missions, and at-home Tour de France.
- **Tastemaxxing 13k.** A personal taste model trained on 13,000 prompt–image pairs that turns a few words into art direction for an image generator.
- **DataWagashi.** Edible climate data in the form of Japanese confections, turning data into an experience through taste, texture, touch, and smell.
- **What Do You See?** A visual telephone game where AI's reading of one drawing becomes the next player's prompt. At NeurIPS 2025, one sequence became a 20-meter thermal print.
- **Collapse Variations.** A live performance at the Exploratorium pairing quantum-composed music with reactive projections and an AI film.

EDUCATION

2022
Harvard University Graduate School of Design
Master of Architecture
Human-computer-interaction at MIT Media Lab; Data visualization at Harvard John A. Paulson School of Engineering and Applied Sciences

2018
University of California, Berkeley
Bachelor of Arts in Architecture
High Honors;
The Eisner Prize for Highest Creative Achievements

CAPABILITIES

Digital & Physical Product Design
Product Design Strategy & Innovation
Visual Design & Data Visualization
User Research & Product Evaluation
Design Systems & AI Interaction Patterns
Design Engineering & Software Prototyping
Hardware Prototyping
Creative Coding & Interactive Experiences

TECHNICAL FLUENCY

Figma, Codex/Claude Code, HTML/CSS/JavaScript, React/TypeScript, Python/MicroPython, AI APIs, MCPs, LM Studio, Swift/Flutter, RaspberryPi/Arduino, ComfyUI, TouchDesigner, Blender, Unreal Engine, Rhino/Grasshopper

SELECTED RECOGNITION

Exploratorium Exhibition 2026
MIT Museum Exhibition
Rhode Island School of Design Critic
MIT Museum Exhibition 2025
Gwangju Biennale (Korea) Exhibition
NeurIPS Exhibition
Figma AI Lightning Speaker
Core77 Design Award Jury Lead
Red Dot Design Award Winner 2024
iF Design Award Winner
New Balance Speaker and Internal Exhibition
Core77 Design Award Winner
Falling Walls Breakthrough of the Year Winner
Fast Company Innovation by Design Honoree
Fast Company World Changing Ideas Honoree
SXSW Speaker
ACM CHI, Interactivity Exhibition
IEEE VISAP Speaker
ACM SIGGRAPH Exhibition 2023
UX Design Award Winner