

Jou An Chen | Product Designer

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About Me

I'm a B2B product designer who thrives on turning complexity into clarity. I've led design across industries — from AI features in energy management, healthcare, to 3D modeling. By combining full-stack fluency with strong visual design, I help teams bring thoughtful UX to life.

Work Experience

Product Designer, Rengo AI | New York, NY

June 2026 - Present

- Took the core product from 0 to 1, defining the information architecture, navigation, and primary interaction patterns for data storage, access & permissions, and AI querying of financial data — shipping to first private equity clients in 1.5 months and supporting the pilot that followed.
- Architected a design system around core UI primitives — with semantic tokens, component structure, and usage documentation — so coding agents could build production UI reliably from the system, collapsing design-to-code handoff for a single-designer team.
- Designed the behavior layer for AI chat over sensitive financial data — permission-aware responses and explicit handling of uncertainty, gaps, and failure — so deal teams could trust agent output on data they're accountable for.

Product Designer, Koi Studios | New York, NY

June 2025 - April 2026

- Designed a patient-population dashboard for [BuoyHealth/HansHQ](#) that centralizes patient treatment data and surfaces high-priority patients in one place—improving provider operations efficiency for functional medicine.
- Delivered LLM-powered patient messaging feature that **drove 16% reduction in provider-to-patient time** in the first two months of release.
- Designed AI-driven query experience and dashboards for energy management ([Bolo.ai](#), Hitachi Lumada APM)

Freelance Product Designer | New York, NY

Aug 2024 - April 2025

- Redesigned the data-browsing experience for Civic Atlas, simplifying navigation of complex, state-wide building permit datasets into a clear and scalable web interface for non-technical users.

Product Designer, nTop | New York, NY

Sep 2022 - Dec 2023

- Improved discoverability and user experience of features within the 3D viewport by designing and prototyping multi-selection toolbar and in-viewport context menu system.
- Drove a **180% increase in successful 3D UI usage** by designing and delivering usability improvements to 3D viewport-based UI.

- Led user research with high-priority customer synthesizing research insights to inform roadmap decisions and sprint planning directly.
 - **Reduced design team icon production time** by building a reusable, scalable icon design system with over 400 icons.
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Education

Diploma, Software Engineering - BrainStation (New York, NY)	Apr 2024 - July 2024
BFA, Product & Industrial Design - Parsons School of Design (New York, NY)	Aug 2015 - May 2019

Skillset

Design & Research: UXUI Design, Design Systems, Interaction Design, Visual Design, Data Visualization, Dashboard Design, Information Architecture, Accessibility,

Strategy & Leadership: UX Strategy, Product Strategy, Systems Thinking, Design Facilitation, Workshop Leadership, Stakeholder Management, Market & Competitive Research, Usability Testing

Technical Fluency: HTML5, CSS, Sass, JavaScript, React, [Node.js](#), Express, REST APIs

AI & Emerging Tech: AI Feature Design, Prompt Engineering, Prototyping with AI Tools, 3D UI Design

Tools: Figma, Framer, Protopie, Webflow, Maze, Adobe CC (Illustrator, Photoshop, After Effects), Spline, Blender, Lovable, Cursor, Git

Thank you for your time 😊