

Jinny Kang

Product & UX Designer

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SUMMARY

Product and UX designer with 4+ years of experience across visual, motion, and interaction design in AI products, SaaS platforms, and crypto-native applications. I judge success not just by what goes into a product, but by what users get out of it: how something looks, moves, and feels, from early research to a shipped product. Known for bringing craft and clarity to complex problems, whether that's enterprise data workflows, AI companion experiences, or blockchain identity systems.

EXPERIENCE

Product Designer · Tapestry

2023 – Present

- Designed and iterated on UX, animations, design systems, and onboarding flows, growing average weekly new user acquisition from 101 at launch (Oct 2025) to 14,418 (Mar 2026); led character design migration from Spline 3D to Rive 2D animation, improving performance and contributing to a 4.7-star App Store rating.
- Built and maintained design systems across Tapestry products: Zumichat, dotBlink, and SSE (Solana Social Explorer); accelerating prototyping and serving as a shared visual reference for engineers and PMs.
- Designed core identity and social experiences for SSE including a unified wallet profile, swap tray with social context, and a brand collaboration with Pudgy Penguins.
- Ran user research and usability testing via UserTesting and Great Question platforms; synthesized findings that directly informed key product pivots and feature decisions.
- Incorporated AI into workflows using Conductor and Claude Code to create quick prototypes for testing and to iterate on UI improvements and ship changes directly to production.

Product Designer · Tapestry / Primitives

Mar – May 2022

- Designed wallet and landing pages with responsive mobile and desktop layouts; produced motion graphics, illustrations, and UI/UX assets for early product development.

Product Design Intern · Cisco AppDynamics

May 2022 – May 2023

- Across two teams (Design Tech and Design & Experience), contributed to accessibility audits, a component library migration from Sketch to Figma with a full WCAG light theme pass, UX research and competitive analysis for new feature workflows, and design exploration for complex infrastructure data visualizations.
- Led UX research for a temporal comparison workflow in the AppDynamics Cloud system, enabling DevOps engineers to compare current and historical performance metrics side-by-side by conducting competitive analysis, user interviews with DevOps/SRE personas, and validated lo-fi wireframes through prototype testing before delivering high-fidelity workflow designs.

Visual & Product Designer · Designity

May – Aug 2021

- Designed responsive emails, landing pages, brand books, and white papers for clients including ImmunoLabs, Fortreum, Scalefast, and Oracle.

SKILLS & TOOLS

Design Figma, Rive 2D, Spline 3D, Rough Animator

Motion & Visual After Effects, Premiere Pro, Photoshop, Illustrator, InDesign, Adobe Aero

Methods User Research & Testing, Wireframing, Prototyping, Design Systems, Accessibility Auditing, Motion Design

Dev & Other HTML, CSS, JavaScript, Unity, Arduino, Conductor, Claude Code

EDUCATION

MPS, Interactive Telecommunications Program (ITP) · New York University

2023

BA, Visual and Media Arts Practice · University of Richmond

2018