

DREW YANG

# Design thinking. Product delivery.

A concise view of my experience, with Product Design as my primary direction and Product Management experience as a complementary strength.

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## 01 / PROFESSIONAL EXPERIENCE

### Product Manager Contract

Skippr Limited · UK · Apr–Sep 2026

Worked on pre-release testing and iteration of AI-agent workflows, translating demos, user feedback and recurring QA issues into product requirements. Also contributed to go-to-market experiments.

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### UX Designer

Lead Intelligent Equipment · China · May–Sep 2023

Worked on internal digital workflows and a corporate website, combining behavioural data, visualisation and interface design.

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### Product Designer

Suzhou Su Mo International Exhibition · China · Feb–Jul 2022

Developed product concepts and coordinated feasibility discussions with factories and engineers.

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## 02 / ENTREPRENEURSHIP & FREELANCE

### Founder & Product Lead

Polit Whale E-Commerce · Oct 2024–Dec 2025

Led a small team developing a B2B sourcing platform and worked across product implementation, supplier coordination and early transactions.

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### Growth Consultant Freelance

Xiaohongshu / Red Note · Apr 2025–present

Develops AI-assisted content and growth approaches for clients.

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## MSc Design and Digital Media

University of Edinburgh · 2025–2026

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## BA Visual Communication Design BA Digital Marketing

Soochow University / Multimedia University · 2021–2025

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## Product & research

Problem framing, user interviews, usability testing, information architecture, interaction design, prioritisation and QA.

## Tools & making

Figma, Adobe Creative Suite, front-end prototypes, AI-agent workflows, prompt evaluation and visual communication.

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## Comi

Mobile community concept · 2025

Iterated a newcomer community app from navigation-led discovery toward local participation, using exploratory usability feedback to refine the home and connection flows.

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## PocketChina

Travel platform · 2026

Led research, product positioning, UX/UI and front-end prototyping for a culturally focused travel platform. Built a public web prototype and a 26-screen mobile concept; evaluated key flows in task-based testing.

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