TENG WONG

PRODUCT DESIGNER

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📍 Palo Alto, CA

PROJECT & EXPERIENCE

AI Product / UX Designer

Oracle | Remote | Apr 2024 - Dec 2025

- Collaborated with Oracle stakeholders to design an AI-powered decision-support tool for managers, focusing on workload visibility, scenario modeling, and planning.
- Led UX research including manager interviews, synthesis of decision pain points, and definition of core enterprise workflows.
- Designed end-to-end experiences from problem framing to high-fidelity prototypes, translating complex data and AI outputs into actionable insights.

Exclusive Designer / Design Lead

Imperial Treasure & Treasure Belmont | Palo Alto, CA | Mar 2023 - Present

- Owned end-to-end design for two restaurant locations (Imperial Treasure and Treasure Belmont), both built from 0 to 1, including spatial layout, service experience, and brand touchpoints.
- Managed international procurement and cross-border logistics, balancing design quality, cost, timelines, and operational constraints.
- Supported a successful launch now serving 24,000+ customers monthly, directly contributing to brand recognition and business growth.

Product Designer

Rock TechX Inc. | San Francisco, Remote | Apr 2022 - Mar 2023

- Led the design of two enhanced tool applications and owned UX iterations across four VPN products trusted by 50M+ users.
- Designed and shipped 2 enhanced tool applications, collaborating closely with PMs and engineers from concept to launch.

UI/UX Designer

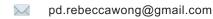**MapUp @ Map Technology ApS** | Denmark, Remote | Jan 2022 - May 2022

- Developed MapUp, an online exam preparation platform, resulting in over 81 hours of user engagement.
- Attained a 95% Net Promoter Score, with 90% of users endorsing the platform's efficient and user-friendly interface.
- Collaborated with leadership and tech teams to launch the MVP within 3 months, delivering 8 responsive features across various device sizes.

Instructional Apprenticeship In Design

UC San Diego | La Jolla, CA | Sep 2021 - Mar 2022

- Served as IA for Professor Michael Meyer's course DSGN 1: Design of Everyday Things, and Professor Kevin Popovic's course DSGN 100: Prototyping.
- Held weekly office hours and studios to give suggestions on UCSD students' design projects and answer students questions.
- Guided, graded and provided feedback on 250+ students design projects.

EDUCATION

UC Santa Cruz - Baskin Engineering Campus

Dec 2025
GPA: 3.93/4.0

- Master of Science in Human-Computer Interaction
- Capstone sponsored by Oracle

University Of California, San Diego

June 2022
GPA: 3.84/4.0

- B.S in Cognitive Science - Design & Interaction
- Minored in Interdisciplinary Computing and the Arts major

SKILLS

UI/UX Design

- User-Centered Design
- Responsive Design
- 3D Modeling
- Product Design
- Interaction Design
- Design Systems
- Prototyping & Wireframing

Research

- User Interviews
- Usability Testing
- Data Analysis

Tools

- Figma
- Adobe CC
- Sketch
- HTML/CSS
- InVision
- C4D
- Unity
- SketchUp