

Chenyan ZHAO

cyannnz.github.io/My-Personal-Website/
github.com/CyannnZ
chenyan.zhao03@gmail.com
+1 (215)-209-9485

Associate Product Manager

Balancing user needs, technical feasibility, and business goals to create clear, intuitive, and impactful product experiences.

Education

University of Pennsylvania

Master of Urban Spatial Analytics
2026.08 - May 2027(Expected) | Philadelphia, PA

University of Nottingham Ningbo China

B.Eng. Architecture with Honors
Sep 2021–Jul 2025 | Ningbo, China

University of Nottingham

Architecture Exchange Program
Jan–Jun 2024 | Nottingham, UK

Skills

Core Competencies

- Product: User Research | Problem Framing | User Flows | Prioritization Support
- Prototyping | Design Systems | Cross-functional Handoff | Launch QA
- Design & Delivery: AI Workflow & Prompt Design | Human-in-the-loop Systems
- AI & Technical: AI Workflows | Human-in-the-loop Systems | Multimodal Prototypes | Fallback Design

Tools

Prototype Design: Figma, Adobe Illustrator, Photoshop, InDesign

Data & Visualization: Python, R, SQL

AI & Prototyping: VS Code, GitHub, Generative AI Tools

Languages

English (Professional Proficiency, IELTS 7.0)
Chinese (Native)

Other Work

University of Nottingham Ningbo China Volleyball Team

Setter / Opposite Hitter
Sep 2022 – Sep 2024 | Ningbo, Zhejiang

Hangzhou Asian Games

Facilities Operations Office Assistant
Sep 2022 – Oct 2022 | Xiangshan, Zhejiang

Faculty of Science and Engineering Student Association, UNNC

External Relations Committee Member
Jan 2021 – Feb 2022 | Ningbo, Zhejiang

Work

Moonshot AI | Kimi

Product Design Intern Shanghai | Jun - Aug 2026

- Contributed to the Kimi K3 release through product reviews, experience iterations across platforms, and launch delivery. Used AI to inventory reusable iOS components, identify updates and additions required for the release, and support component library improvements.
- Contributed to 7 membership monetization initiatives, independently designing user flows, page states, and edge cases for 3, alongside product and engineering partners.
- Analyzed 500+ user survey responses, built an interactive dashboard, and synthesized recurring pain points and product opportunities for team prioritization discussions.
- Ran multi-round prelaunch QA, covering up to 134 iOS screens in one round; documented 150+ product and experience issues and helped drive 63 fixes before release.
- Prototyped Figma Evidence Audit, an AI-assisted workflow for comparing Figma frames with live pages and producing annotated QA reports.

Selected Work

SwiftShot | AI Video Creation Agent

Product Lead | May - Jun 2026

GitHub : github.com/CyannnZ/SwiftShot

Demo : <https://www.youtube.com/watch?v=NBpl6BCSfq4>

- Defined the MVP scope and core flows for an AI video agent helping non-expert creators adapt the structure, asset organization, and pacing of reference ads.
- Designed video-structure maps, asset matching, and gap diagnostics to distinguish available assets from missing content, making generation more transparent and editable.
- Designed a human-in-the-loop infinite canvas connecting scripts, assets, prompts, and outputs, supporting scene edits, asset replacement, and selective regeneration.
- Built a React demo integrating LLM, multimodal understanding, and image/video generation through AI-assisted development, with fallback and manual-intervention flows, timeline generation, and video export.

FitVote | Gamified Fitness Platform

Individual Project | May 2026

- Designed a fitness motivation product for Chinese university students, combining shared goals with rewards redeemable for merchandise or votes in community rankings.
- Built a functional MVP in 48 hours using AI-assisted development with GPT and NoCode, connecting fitness tasks, reward collection, and voting or redemption into an end-to-end user flow.
- Integrated a cloud database to track users, votes, and activity logs; analyzed conversion funnels using test-user data and combined findings with survey feedback to propose clearer homepage tasks and reward mechanics.

Style Lens | Smart Fitting Decision System

Individual Project | Nov - Dec 2025

- Mapped the in-store fitting decision journey, identifying fragmented product information and high comparison effort.
- Designed a smart fitting mirror integrating product information, try-on comparison, digital wardrobes, and styling recommendations to support easier decisions.
- Built high-fidelity interactive prototypes in Figma and defined evaluation metrics, including decision time, path complexity, and user confidence.

Surprise Trip | AI Travel Exploration Product

Individual Project | Sep - Oct 2025

- Investigated user behavior during early-stage travel planning, identifying decision fatigue caused by excessive choices and limited guidance.
- Designed the Surprise Trip experience to balance user control with serendipitous discovery, including recommendation and itinerary-refinement flows.
- Refined the information hierarchy and interaction flows to reduce cognitive load and strengthen users' confidence in decision-making.

Academic & Research Experience

Yangtze River Delta Rural Revitalization Research

Research Assistant | Advisor: Eugenio Mangi Ningbo, Zhejiang | Jul 2023 - Jun 2025

- Reviewed rural revitalization cases and spatial information, screened 300+ cases, and transformed unstructured materials into a standardized geospatial database.
- Contributed to website information architecture, content organization, and data visualization, translating spatial data into a system supporting information retrieval and decision-making.