

Yuin Chien

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Experience

Principal Designer, Yuin Chien LLC. 2023/Aug–Present

- Design and ship end-to-end digital experiences for clients including Anthropic and Google — from user flows and high-fidelity UI in Figma to working front-end prototypes in HTML/CSS/JS.
- Evolve Anthropic's brand visual language for anthropic.com — designing and building custom web components in close partnership with their in-house design team.
- Design for Chrome DevTools' Lighthouse and the Performance panel, working directly with Google's developer tools team on a workflow used daily by web developers worldwide.
- Use AI coding agents as a core part of daily prototyping and design work, iterating quickly from concept to interactive prototype

Designer, Stripe. 2020/Oct–2022/Nov

- Designed and prototyped the 3D WebGL web experience for Stripe Press — from concept through production-ready interaction and motion, iterating directly in code in collaboration with design engineers
- Designed core UI and interaction patterns for stripe.com and Stripe's brand/web platforms, partnering closely with engineers to ship polished, production experiences.

Interaction Designer, Google Material Design Team. 2012/Ju1–2017/Jun

- Redesigned Google Fonts end-to-end — user flows, wireframes, and shipped production UI — modernizing typography discovery and specimen previews for billions of users (Interactive Annual Award, Communication Arts).
- Designed foundational UI components and interaction patterns for Material Design, partnering with engineering to define reusable, production-ready patterns adopted across Google's product ecosystem.

Creative Technologist, Google Creative Lab. 2011/Ju1–2012/Jun

- One of five fellows selected for the Google Five program; designed and built interactive web experiences and early-stage product prototypes end-to-end, from concept through working code.

Adjunct Professor, California College of Art. 2019/Sep–2019/Dec

- Taught interactive web design, digital typography, and creative coding through a custom interaction design curriculum for undergraduate design students.

Education

M.F.A. Media Design, ArtCenter College of Design. 2008–2011

B.S. Electrical Engineering, National Taiwan University. 2003–2007

Skills

Product & Interaction Design: Figma, end-to-end product design, design systems, UX flows
Front-End & Creative Technology: HTML/CSS/JavaScript, WebGL/Three.js, React, Svelte
AI-Assisted Design: integrated AI coding agent into design and prototyping workflow

Recognitions

STA 100 Awards, Society of Typographic Arts. 2019

Interactive Annual Awards, Communication Arts. 2017

Typography Annual Awards, Communication Arts. 2016

STA 100 Awards, Society of Typographic Arts. 2016