

# Chenjie (Antares) Yuan

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AI Product / Product Management Intern: LLM Evaluation | AI Safety | 0→1 Product Development | Experimentation

## Education

University of Washington, Seattle, WA

September 2023 - June, 2027

B.S. in Human Centered Design & Engineering, Human Computer Interaction

Honor: Dean List, GPA: 3.89

Relevant coursework: Machine Learning / Deep learning / Data Science / Statistics / Experimental Design / Human-AI Interaction

## Relative Experience

Product Lead, AI Inbox Prioritization | Gmailplusplus.site

Seattle, WA / Jan 2026 –Present

- Led the 0 to 1 redesign of an email inbox from chronological sorting to AI-powered task prioritization, defining the core user problem, ranking logic, and launch scope for a productivity-focused workflow.
- Designed an explainable recommendation experience that surfaced why emails were prioritized, improving transparency and reducing perceived “black-box” behavior in AI-assisted decision making.
- Scoped and shipped user-control mechanisms including memory management and rollback flows, enabling users to override model decisions and improving trust in the AI system.
- Established product principles for transparency, controllability, and safety to guide feature prioritization and interaction design.
- Coordinated iteration across design and coding agents from concept to launch, demonstrating an AI product development workflow.

AI Product Research Assistant | The User Empowerment Lab

Seattle, WA / Sep 2024 –Present

Project 1: SusBench (AI Safety & User Decision Evaluation Platform)

- Led product definition for SusBench, an evaluation platform for identifying how AI products may steer users toward unintended or manipulative decisions in real-world workflows.
- Designed a taxonomy of 9 user manipulation / dark-pattern risk scenarios and translated them into repeatable evaluation tasks for AI-assisted product experiences.
- Built an online evaluation environment covering 55+ real websites and 313 task flows, increasing realism and reproducibility of product-risk testing.
- Defined core product metrics including risk trigger rate, task deviation rate, and decision consistency, enabling structured comparison of model behavior against user intent.
- Developed an LLM-agent user simulation workflow to compare model behavior with human decision patterns and identify failure modes in recommendation and decision-support scenarios.
- Produced a decision framework for AI safety/product teams to prioritize mitigation strategies; related work was accepted to IUI 2026.

Project 2: SleepStreak (AI-Driven Health Behavior Intervention Product)

- Identified late-night phone usage as a target behavior problem and proposed an AI-driven intervention product focused on healthier bedtime routines.
- Synthesized early user testing insights (n=8) into dynamic intervention strategies, including content substitution, rhythm prompts, and usage limits.
- Translated user research into product principles and feature hypotheses, helping shape the MVP and experiment plan for validating behavior change impact.
- Ongoing: evaluating the effect of intervention strategies on nighttime usage duration and habit formation metrics.

Product Assistant | Svim Inc.

Seattle, WA / July 2025 - October 2025

- Led the redesign of a web trading platform by synthesizing 100+ user feedback inputs and analyzing 20+ competitor experiences to identify priority workflow issues.
- Defined feature requirements, delivery timeline, and prioritization for the reward program, stock trading module, and referral features, partnering with engineering and leadership on scope and feasibility.
- Built interactive Figma prototypes and supported internal testing and post-launch iteration across a one-month release cycle.
- Contributed to a product update that increased quarterly trading volume by 23% and drove 86% user satisfaction for newly launched features.

Product Designer / Product Intern | SeeMuseums Inc.

Pittsburgh, PA (Remote) / December 2024 - May 2025

- Redesigned a 3-step upload, reconstruction, and download workflow for a B2B 3D asset platform, reducing processing time by 45% in testing.

- Improved file-management efficiency for museum clients by streamlining core task flows, reducing operational steps and time by 35% in internal testing.
- Launched an AI-generated storytelling feature and sharing flow in a museum guide app, increasing daily user interactions by 54%.
- Led 5 usability studies, synthesized 70+ issues, and informed 10+ product iterations, improving overall task efficiency by 23%.

**Product Assistant | Acumenbot LLC.**

**Albuquerque, NM (remote work) / October 2024 - January 2025**

- Helped define user scenarios and product positioning for an AI voice interaction platform spanning mobile, PC, and smart speaker experiences.
- Led the design of a voice handoff mechanism across devices, improving session continuity and increasing end-to-end task completion in testing by 48

## **Skills**

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**AI / ML:** LLM evaluation, prompt design, agent workflows, AI safety & risk analysis, human-AI interaction.

**Product:** roadmap planning, prioritization, PRDs, experimentation, KPI definition, cross-functional execution.

**Data:** A/B testing, funnel analysis, user behavior analysis, Python, Excel, Google Analytics, SQL.

**Design / Prototyping:** Figma, FigJam, Qualtrics.