

# Daniel Wu

Product Designer · UI/UX × B2B Systems × Design Systems

RÉSUMÉ · 2026

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A UI/UX designer who makes complex systems understandable. Around two years of experience spanning design and front-end markup, with AI woven deeply into the workflow. **Currently looking for a full-time role in enterprise / B2B product design or design systems.**

## SELECTED WORK

**LIMS (Lab Management System)** CLIENT 2024-2026

UI/UX and front-end for a 250+ page lab management system — flexible dual-card layouts that hand screen control to users, HTML rebuilds of dense paper forms, and SCSS systematizing every page.

250+ pages · 9 functional modules · one SCSS design language

**HZN Design System** CLIENT 2026-ongoing

An internal design system with tokens.json as the single source of truth — 40 components, 3 layout shells, and an AI workflow that lets PMs generate prototypes off the system themselves.

1 hand-edited source file · 40 components · change once, sync three ways

**M-Fire Mobile Fire-Safety Platform** CLIENT 2024-2026

Brought a 2000s-era government inspection system into a modern back office — preserving the familiar mental model, with a collapsible three-level menu, full responsive design, and dark mode.

Responsive design · 3 menu levels · light & dark themes

**TrustGuard** SIDE PROJECT 2026

A trust-UX study for agentic AI: trust decomposed into three testable principles — Confidence, Consent, Panic — validated through three interactive demos. The AI-simulated research is honestly labeled — it may not replace real interviews.

3 trust principles · 3 scenario demos · AI-simulated user interviews

**Quantum Cuisine** SIDE PROJECT 2026

A brand site and ordering app sharing one design system; checkout converged to 4 steps after benchmarking mainstream flows via Mobbin, with illustrations from a homegrown dither engine.

1 design system across 2 interfaces · 4-step checkout · ≤10% accent-color cap

**Tori Art Portfolio** SIDE PROJECT 2024-2026

A single-screen 3D experience — 24 work cards orbit a flowing glass sphere with no page changes. Built in Three.js/WebGL, with interactive elements.

1 single-screen 3D scene · 24 work cards · Three.js/WebGL

## AI & KEEPING CONTROL

I use AI to speed up output while keeping the decisions and verification in my own hands: I own the architecture and debate it with AI; I give the model one source of truth and build verification gates (a cheatsheet.md, a WCAG contrast check); I re-judge the aesthetics of what it generates; I'm honest about its limits; and I verify hypotheses by building them into clickable, testable prototypes.

## EXPERIENCE

**Horizon Information Inc. · UI/UX Designer** 2024.07-Present

UI design plus my own front-end markup plus UX optimization; led an internal prompt generator that lets PMs and designers self-serve interactive prototypes off the design system. Design and markup come from one person.

**Art background · M.F.A. Sculpture / studio assistant / fossil restorer** 2019-2023

Independently staged three solo exhibitions in grad school — from concept and promotion design to on-site production — building two habits: executing a complete project from zero, and respecting the limits of the material.

## SKILLS

**DESIGN** Figma (component systems, variants, prototyping), design system construction (design tokens, documentation), wireframes and information architecture, Photoshop, Illustrator

**IMPLEMENTATION** HTML / CSS / SCSS (independent markup and RWD), Bootstrap, Tailwind, programmatic design systems (token sync, component libraries), Git version control

**AI COLLABORATION** Claude Code, MCP, Claude Skills, prompt design, research simulation and rapid prototyping

## EDUCATION

**National Taiwan University of Arts · M.F.A. in Sculpture** 2020-2023