

Daniel Wu

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

RÉSUMÉ · 2026

silver95175329@gmail.com · linkedin.com/in/daniel-wu-designer · github.com/Toriwuuu · Taipei, Taiwan · daniel-wu-design.com

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

Taipower LIMS 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 · 6 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