

MU-TI HUANG

Staff product designer building AI interfaces that earn expert trust. From explainability patterns to production code, I design the transparent, collaborative workflows required to make complex AI systems legible, reliable, and deeply adopted in high-stakes environments.

EXPERIENCE

Staff Product Designer | Primer AI

San Francisco, CA

Staff Aug 2023 - Present, Senior Mar 2022 - Jul 2023, Designer II Jan 2021 - Feb 2022

- Led the 0-to-1 pivot from legacy NLP to agentic analysis: shipped the conversation-driven interface that secured a multi-million dollar federal contract, then defined the orchestration and human-in-the-loop patterns for the agentic platform in development.
- Adopted an AI-native design workflow using Cursor to build and ship UX directly in production code, compressing feature delivery by 4x and going from customer request to production feature in weeks rather than months.
- Evolved the design system across three major product pivots, defining components for probabilistic UI, confidence indicators, and information-dense layouts, then encoded its patterns and review criteria into machine-readable skill files for AI coding agents, reducing design iteration by 35%.
- Architected core trust and explainability patterns for RAG-based systems, establishing claim-level verification standards that customers required across the full product suite as a condition of adoption.
- Designed a model labeling and fine-tuning product, working directly with training data and model outputs to create a human-in-the-loop workflow enabling nontechnical analysts to evaluate and improve model performance without engineering support.

Product Designer | Eightfold.ai

Mountain View, CA

Contract Sep 2019 - Nov 2020, Intern Jun 2019 - Aug 2019

- Designed and launched AI-driven recruiter workflows (smart scheduling, automated follow-ups) that increased candidate response rates by 25% in one quarter, directly impacting platform engagement metrics.
- Collaborated with a cross-disciplinary team to design a skill explorer visualization to address algorithmic bias, surfacing overlooked candidate pools to help enterprise clients meet diversity hiring goals and improve role-matching accuracy.

Co-founder and Lead Designer | uxai.design

Berkeley, CA

Feb 2020 - May 2020

- Created an industry-referenced explainable AI framework that bridges ML complexity and user trust; sustains ~1,000 monthly visitors 5+ years post-launch as a key resource for AI design education.

Multimedia Designer | Season Arts Education Institute

Taiwan

Aug 2016 - Jun 2018

Motion Graphics Designer | Viacom

New York, NY

Freelance Oct 2015 - Jul 2016, Intern Jun 2014 - Aug 2014

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EDUCATION

UC Berkeley

Master of Information
Management and Systems
Sep 2018 - May 2020

Parsons School of Design

BFA Design and Technology
Minor in Communication Design
Sep 2011 - May 2015

LEADERSHIP & SPEAKING

North America Taiwanese Engineering Association

Vice President & Board Director
2025 - Present

2025 US Taiwan Startup Day

Human-AI Interaction Panel

2025 Taiwan Tech Summit

Where Hardware Meets
Software Panel

SKILLS

AI & Strategy

Agentic UX Strategy, Probabilistic UI,
AI-Assisted Prototyping,
Explainability, Model Evaluation

Core Product

Interaction Design, User Flows,
Journey Mapping, Design Systems,
Wireframing

Research & Prototyping

Rapid Prototyping, Usability
Testing, AI UX Evaluation

Visual Craft

UI Design, Motion Graphics,
Information Visualization,
Typography