# Tianyi (Lisa) Yang

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## EDUCATION

**Cornell University** — Ithaca & New York (Cornell Tech)
M.S. in Design Technology: Studio (STEM) | GPA 3.61 / 4.00 — Aug 2025 – May 2027 (expected)

- SC Johnson College of Business courses (A in three of four): Innovation & New Product Management, Strategies for Sustainability, AI & Society, Design and Innovation; product coursework: Product Studio, Design for Physical Interaction I & II, Accessibility

**University of the Arts London, London College of Communication (LCC)** — London
BA (Hons) User Experience Design, Upper Second-Class Honours (2:1) — Sep 2022 – Jun 2025

## INTERNSHIP EXPERIENCE

**Nantong Genius Information Technology Co., Ltd. (GENIUS)** — Nantong, China
Product Manager Intern | Smart-home control terminal — Jun 2026 – Aug 2026

- Joined on-site requirements reviews, hardware/software acceptance testing (incl. an AI voice assistant) and price negotiations with a **China Construction Third Engineering Bureau** project and Konke Smart
- Documented requirements: resident and property-management apps, multi-size screens, interfaces for older and younger users
- Flagged cross-company delays and data mismatches to management, prompting a review and **a new progress-tracking process**
- Installed in show units at Qiantan Yuanjing, Xingcheng Center and Yipin; volume orders expected at installation

**Beijing Starsoftcomm Technology Co., Ltd.** — Beijing, China
UI/UX Design Intern — Jun 2023 – Sep 2023

- Improved HP's online support client for commercial PCs, adding an engineer list so users can return to a previous engineer
- Released Nov 2023; preinstalled on HP commercial laptops in mainland China, **about 400,000 units a year**

**Nantong IKD Information Technology Co., Ltd. (IKD)** — Nantong, China
Interaction Design Intern — Jul 2022 – Sep 2022

- User research and interaction design for age-friendly features of the Platual T900 smart data terminal for older users; winner of the Contemporary Good Design Award 2022 (organised by Red Dot), launched 2023

## PROJECTS

**BenefitFlow** | **Mental health insurance access service** — New York
Product Studio, Cornell Tech (three-person team) — Aug 2026 – Dec 2026 (in progress)

- Designed a service that helps therapy patients get insurance coverage: after researching New York's 10-business-day rule, pivoted to **single case agreement (SCA)** requests so insurers pay out-of-network therapists; a 15-therapist practice joined the pilot
- Led a directory test for a teen patient's needs: Aetna's **500+ in-person therapists narrowed to 4**; UnitedHealthcare had none
- Dropped the original claim-assignment model after identifying legal risk
- Researched and presented market size: about 61,000 therapists not taking insurance; their patients self-pay about US$8.8B a year
- Owned privacy and data compliance (HIPAA BAAs, billing data only, patient consent, deletion at closure) and the service blueprint

**Somnera** | **Smart sleep hardware (self-initiated, product lead)** — New York
Self-initiated in Jul 2026; Cornell Tech Specialization Project from fall 2026 — Jul 2026 – present

- Bedside device and app in development for young people who stay up late: sets a bedtime from tomorrow's schedule, leaving personal time first; dims the light toward bedtime and plays sleep sounds if radar detects them awake; gentle wake-up
- Benchmarked Hatch Sleep Clock (US$249.99) and Sleepal (about US$399) on features and pricing; core scenario is the time between getting into bed and falling asleep, extended through the night to wake-up
- Recruited ECE and data science teammates, now leading product definition and coordination; running radar feasibility tests since the summer (presence in bed, turning over, breathing, heartbeat), with an app to log actual states

**SPROUT** | **AI plant companion robot** — Ithaca
Design for Physical Interaction, Cornell (team project) — Jan 2026 – May 2026

- LLM-based plant companion robot that interacts with users through facial expressions and speech
- Saw functional concepts (mobile planters, self-watering) as already common and emotional companionship as a growing need; steered the product towards a companion with personality and drafted four personas
- Responsible for concept direction and the AI behaviour system: trigger logic for humidity, light and distance sensors; web interface and pixel expressions; wrote and debugged parts of the Arduino code with AI coding tools

## SKILLS & LANGUAGES

**Product:** requirements analysis, competitor analysis, user research, market research, service blueprints, acceptance testing
**Prototyping & tools:** Figma, Arduino, ESP32, LLM–hardware integration, programming basics (Python, p5.js), VS Code, GitHub
**Design:** interaction and interface design, service design, inclusive design, data visualisation, 3D modelling (Rhino, Fusion 360)
**Languages:** Mandarin Chinese (native), English (fluent)