

Wenyi Gu

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Experience

Xanadu

Toronto, ON, Canada

UX Designer

Jul 2026 - Present

- Led end-to-end UX for the QHack 2026 marketing site and Challenge Portal, from design through launch, QA, and production follow-up.
- Improved Pennylane's design system through documentation restructuring, token audits, and reusable Figma tooling.
- Built internal Figma plugins to reduce repetitive design-system cleanup and variable-binding work.

Irwin, a FactSet company

Toronto, ON, Canada

Product Designer

Sep 2022 - May 2025

- Delivered UX for 16+ features and 60+ enhancements across a financial CRM used by investor-relations teams.
- Led end-to-end design for Irwin Pulse, enabling IR teams to create surveys, track delivery and responses, and extend workflows into email campaigns and reminders.
- Designed complex financial workflows and scaled Irwin's Figma design system alongside Storybook.

Sibi

Gilbert, AZ, United States

UX Designer

May 2019 - Jan 2021

- Designed cross-platform iOS and web onboarding and self-serve flows for manufacturers and property managers.
- Built Sibi's unified design system and motion patterns, improving product clarity and engineering handoff.

Projects

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2026 - Present

Founder / Product Designer & Builder

- Designed and built a production web product solo, owning strategy, UX/UI, moderation, search, and user accounts.
- Shipped and iterated with Next.js, Supabase, Vercel, and Cloudflare, owning front-end implementation, data flows, permissions, storage, and QA.

Skills

Figma · Design Systems · Prototyping · Storybook · HTML/CSS · Next.js · Supabase

Education

Arizona State University

MA

Visual Communication Design

Aug 2017 - Jun 2019

Donghua University

BA

Environmental Design

Aug 2013 - Jun 2017