

Ee Yern Ng

Principal Product Designer

End-to-end product design, through to shipped code

Sole design owner at an ASX-listed software company: research, UI, and the front-end code that ships it.

Principal Product Designer at Integrated Research (ASX: IRI)

Apr 2026 - Present | Sydney

- Sole designer for Clarion, a new cloud product on IR's Iris AI platform: an endpoint widget plus a fleet dashboard for contact-centre IT, owned from problem framing to shipped code.
- Designing the internal provisioning portal DevSecOps uses to stand up and manage customer tenants. It is a shared control plane for current and future IR cloud products.
- Design and build in the same loop. I ship production React / Next.js / Tailwind on a shadcn component library rather than handing over mockups.
- Design ops from zero: built Picasso, IR's first design system, covering an OKLCH token architecture, component library and design-to-engineering handoff, multibrand-ready so every product themes off one token set.
- Work AI-native. Claude Code and the Figma MCP are part of the daily loop, taking a ticket to a working, reviewable prototype in hours rather than a static mockup.
- Drive product calls directly with POs and engineers: user deactivation logic, telemetry alert states, degraded-connectivity behaviour, and write the UX copy and error states.

Senior Product Designer at mx51 (Series B fintech)

Jun 2022 - Mar 2026 | 3 yrs 10 mos

- Lead IC across two squads and three products in a multi-brand payments platform used by CBA, Westpac and Till Payments.
- Designed Westpac's health claiming solution end to end, from discovery and research through to interaction design, prototyping and delivery.
- Built and maintained "Chameleon", mx51's white-labelled design system: tokens, components, patterns and contribution guidelines across multiple brands and teams.
- Led merchant-facing work that lifted usage of shipped features ~60% and cut related support tickets ~30%.
- Ran lean research loops (interviews, workshops, usability tests, session replays and analytics) to de-risk complex flows.



Contact Details

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Education

Bachelor of Commerce & Information Systems

UNSW 2014 – 2017

UX Transform

Academy Xi 2020

Core skills

Product Design · UX & UI · Design Systems · Design Engineering · Discovery & User Research · Rapid Prototyping · Front-end (React / Next.js) · AI-native workflows

Tools & Technologies

Figma · Figma MCP · Claude Code · Cursor · React · Next.js · Tailwind · shadcn/ui · Framer · Maze · FullStory · Miro

Hobbies/Interests

Tennis · Coffee brewing · Dance

Handles

eeyernng.com

linkedin.com/in/eeyernng

Founding Designer / Product Owner at Zenbly / XODA (pre-Series A)

Feb 2022 - Jun 2022 | 6 months

- First and sole product designer, owning UX and UI across the SaaS web portal and the member app.
- Defined the early design system and interaction patterns, giving three GTM products one coherent experience.
- Produced investor and sales prototypes that converted leads into signed contracts, so the business could demonstrate value before engineering built it.

UX Growth and Marketing Lead at WithYouWithMe

Feb 2021 - Feb 2022 | 1 year

- Led UX for the Australian Defence Force veteran platform, combining research, design and growth experimentation to improve acquisition and engagement.
- Designed and tested landing pages, onboarding flows and key journeys against measurable acquisition targets.
- Mentored interns and juniors, introducing UX thinking and experiment design into a growth team that had neither.

UX Designer at Antler (startup generator)

2020 - 2021 | 1 year

- Product and UX partner to multiple early-stage founders, helping shape initial product visions and pressure-test ideas.
- Ran discovery (founder workshops, user interviews, problem framing) and turned it into wireframes, flows and clickable prototypes.
- Helped non-design founders make UX trade-offs against tight runway and limited engineering capacity.

UX Designer at Greenfinder

2019 - 2020 | 1 year

- Owned UX and UI for a sustainability-focused marketplace, reworking information architecture and the core journeys with the founder.
- Redesigned home, search, category and listing pages onto a consistent visual system, improving clarity and perceived trust.
- Worked with developers through implementation and QA so the designs shipped as intended.

Product Design and Branding at Geronimo

2018 - 2019 | 1 year

- Branding, content marketing and UI design across client work; UX research for the KFC mobile games app and POS startups.
- Built and maintained the UI library for the Neogen Skincare launch into the Australian market.