

Claire Han

Product Designer at Bytedance

Location Dubai (Open to relocate)

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Portfolio clairehan.cc Built with Cursor

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About

A product designer with 6 years of experience building B2B and enterprise platforms. I specialize in turning complex, high-stakes workflows into clear, scalable experiences. I prototype with AI-assisted tooling to improve design efficiency and quality.

Work Experience

Nov 2022 - Present

Product Designer Bytedance

Dubai, United Arab Emirates

- Led an end-to-end redesign of Supplier Portal sourcing (research → product strategy → UX/UI), shifting suppliers from email threads to an email-to-portal workflow with compliance gating and clearer task states; increased online sourcing adoption from 3.9% to 19.92% (target 15%).
- Rebuilt the Business Travel mobile request experience to strengthen policy control and decision context. Supported by user research and competitive benchmarking, scaling adoption to 31.02% of employees and 22.68% of requests and driving 146M RMB estimated annual savings.
- Shipped a 0→1 hotel booking map experience on web for 100K+ employees; contributed to 24% of orders via map-based search and reduced booking flow time by 9% (~9s).
- Owned currency i18n guidelines and co-maintained i18n standards (currency, date/time, English writing). Shipped code-backed components and built an AI-assisted Figma QA plugin (Cursor + GPT), adopted/referenced by 10+ internal design teams.

Mar 2020 - Nov 2022

Product Designer SmartX

Beijing, China

- Designed core admin workflows for CloudTower (enterprise HCI management), spanning VM lifecycle, monitoring, network topology, and backup/recovery.
- Translated ambiguous infra requirements into shippable UX through task models, state/permission matrices, and error/empty-state rules for high-risk operations.
- Created scalable patterns and reusable UI modules in collaboration with engineers, improving design consistency across multiple console surfaces.

Education

2018 - 2019

Master of Design, Interaction Design California College of the Arts

San Francisco Bay Area, USA

2013 - 2017

Bachelor of Science, Retail Merchandising University of Minnesota, Twin Cities

Minneapolis, Minnesota, USA

Skill

Languages

English, Mandarin

Design

Figma, Prototyping, User Research, Enterprise UX, Design Systems
Basic Frontend, AI-assisted workflows (Cursor/Claude Code/GPT)