

Monica Lin

Senior Product Designer

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EXPERIENCE

Meta, Reality Labs
Senior Product Designer
Aug 2022 – Jul 2026

Owned design & strategy for Meta VR's 0→1 product education system to fix poor feature discovery, increasing use of the features it taught by **2.7×** and driving user retention **+22pp** in A/B tests.

- Prioritized 20 of 120+ features worth an interruption by using discovery & retention thresholds, then defined success metrics with data scientists.
- Designed a library of net-new interactive 3D lessons to replace conventional text notifications, lifting immediate feature engagement to **78%** (from 4%).
- Coded an AI web tool that set the system as the education standard for all 32 VR teams, enabling them to launch lessons in **1 day**, down from 8+ weeks.

Shipped Meta AI's first-ever help experience in VR with AI engineers, extending the education system to boost total weekly queries **+28%** (over 6 months).

- Designed 3 response types mapped to 1,100+ user phrases and used SQL to catalog 93 features in a knowledge base, improving help accuracy by **1.9×**.

Led the redesign of the onboarding tutorial across all VR devices, raising core feature adoption **+19pp** and sessions among new users **+27%** (vs. the old one).

- Secured engineering to merge 3 disconnected modules into 1 story and swap abstracted UI for the real OS, cutting runtime 59% and skipped steps 78%.
- Defined its new color, motion, & sound direction, with input from the art team.

Scaled AI prototyping by building & deploying an AI workflow hub that **180+** designers adopted, leading a 37-person workshop, and mentoring 6 juniors.

IBM, UX Design Intern
Jan 2021 – May 2022

Designed automated column mapping for AI training data imports in IBM Watson's data catalog, used by 20,000 companies, reducing task time by 48%.

Tableau, UX Design Intern
Apr 2021 – Jun 2021

Redesigned analytics dashboards to hide complex filter menus and put the most critical KPIs in the top left, enabling users to find what they needed 27% faster.

PROJECTS

Finetune

Designed & built an open-source tool to polish sites live in the browser, with a Figma-style panel and a Claude Code skill to write all edits back to code.

Dari

Designed & developed a full-stack, AI Korean–English translator that cuts wait time per phrase by 81% (to 600ms) with Claude, SwiftUI, FastAPI, & Deepgram.

EDUCATION

Columbia University
Aug 2021 – May 2022
Aug 2017 – May 2021

Research Assistant in Human-Computer Interaction & Accessibility
M.S. in Computer Vision & Robotics, GPA: 4.14
B.A. in Computer Science & Psychology, GPA: 3.86

SKILLS & TOOLS

Design

Figma, Product Analytics, A/B Testing, UXR, Prototyping, Interaction Design

Code & AI

Python, HTML/CSS/JS, React, SwiftUI, SQL, Claude Code, Cursor, Vercel, Git