

Bec Lai

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626-329-7989

Core skills

Sketch
Zeplin
Marvel
Framer

Other skills

HTML/CSS
After Effects
Photoshop
Illustrator

Interests

Film
Fiction
Animation
Sushi
Coffee

Senior Product Designer | Crew

March 2018 — July 2019

Crew is a communication app that helps shift workers engage with their team, view their schedules, and swap shifts.

I was the lead designer for Crew's enterprise product. I was responsible for user research, interaction design, prototyping, and execution support (across iOS, Android, and web). To help our company understand our customers better, I also created and managed Crew's first customer advisory council, consisting of 15 customers from target brands and industries.

Product Designer | Triplebyte

September 2016 — February 2018

Triplebyte is a hiring marketplace that matches software engineers with top tech companies.

I was hired by Triplebyte's founders to be their first designer. I redesigned both the candidate and company experiences, spearheaded Triplebyte's first outdoor ad campaign at San Francisco's Caltrain Station, and designed Triplebyte's Series A deck (used to raise \$10M in funding).

Designer | Freelance

2015 — Current

I started my design career doing freelance work, which I still occasionally do. I provide product, branding, and marketing design for early-stage startups coming out of Y-Combinator and 500 Startups. Notable clients include Tilt (acquired by Airbnb) and The League.

UX Research Intern | AltspaceVR (Microsoft)

Summer 2015

AltspaceVR (acquired by Microsoft in 2017) is a social platform for virtual reality. I conducted usability tests for new features in virtual reality, identifying product opportunities for the team.

Duke University

Class of 2015, Computer Science (B.S.), Visual Art (B.A.)
Summa Cum Laude, Phi Beta Kappa, Angier B. Duke Scholarship